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No.74 March 1990

MAGAZINE AND CASSETTE
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CRASH

SINCLAIR SPECTRUM GAMES

SAM coupé COMPATIBLE



SCRAMBLE SPIRITS

In a month of shoot-'em-ups will Grandslam make the grade?

ON YOUR CRASH MEGA POWER TAPE 4 HIP 'N' KOOL SPECCY GAMES

Plus POKEMANIA!

Where's my great CRASH cassette?!

- GILLIGAN'S GOLD — ocean
- 1985 - THE DAY AFTER — MASTERTRONIC
- KARYSSIA — incentive
- MISSION FALLOUT — Power-Tape

Better ask your newsagent — nicely!

PAGES OF TIPS!

DJ Nicko cheats and maps...

SAM COUPÉ DISSECTED!

We tell you what's what...

IS CRASH GREAT?

You tell us...!

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The PACK ATTACK

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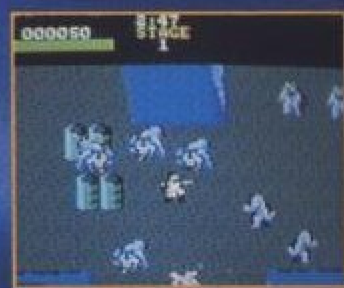
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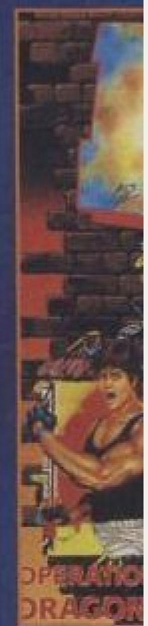
COMP



OPERATION WOLF

Voted "Game of the year." The world's No. 1 arcade game. "Super-smooth scrolling and excellent graphics ...Without doubt this is a first class shoot'em up." A CRASH SMASH CRASH. "Definitely the coin-op of the year ... Buy Operation Wolf, it's a brilliant conversion." C+VG GAME OF THE MONTH COMPUTER + VIDEO GAMES.





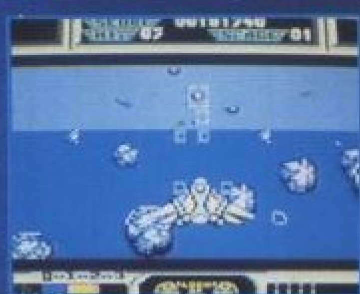
THE REAL GHOSTBUSTERS

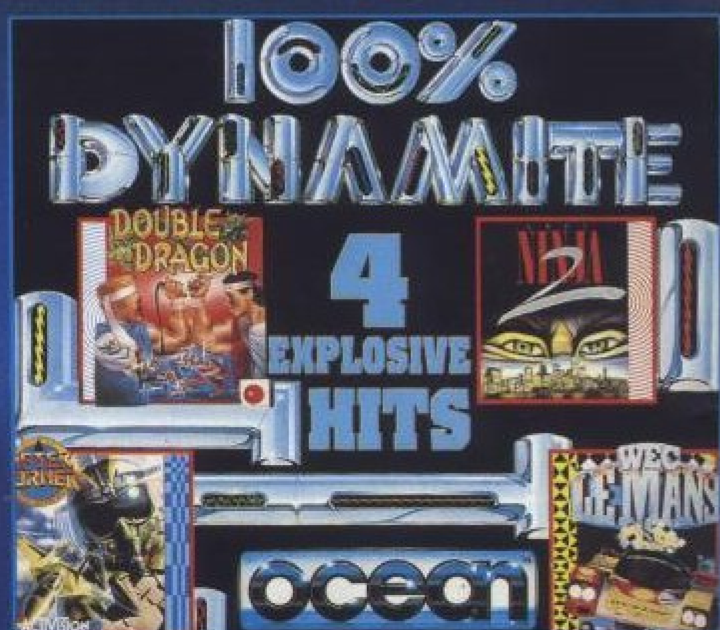
"Great music, and I appreciate the opportunity to meet Mr. Slimer in person." "Brill theme tune and decent spot effects." AMSTRAD ACTION, "the creatures are very well defined and animated ... as near to cartoon graphics as you can get on the Spectrum." GAMES MACHINE.

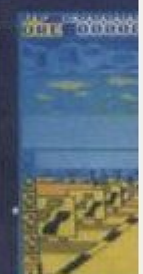
THAT ARE OUT O

AFTERBURNER

You've played the arcade smash – now experience the white-knuckled realism of a supersonic dogfight at home! Using your heat-seeking missiles and laser anti-aircraft fire, can you be top gun against supersonic swarm?



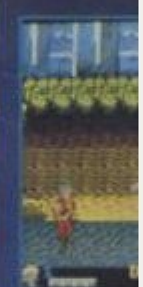




LAST NINJA 2

Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance.





3 SPECIAL

BATMAN THE CAPED CRUSADER
"Believe me this is brilliant, a finely-honed arcade adventure which is the best comic licence ever – you'd be batty to miss it." CRASH SMASH.

OPERATION WOLF
"What more could anyone ask for in a shoot-em-up. Operation Wolf, simply is The Business." CRASH SMASH.

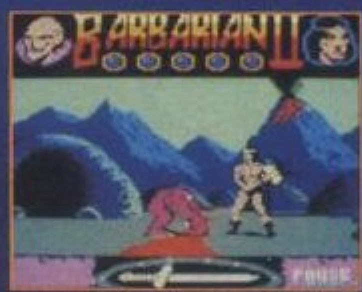


DOUBLE DRAGON
"Skillful programming has taken the superb graphics and addictive game play of the monster arcade hit and faithfully reproduced it on the home computer."

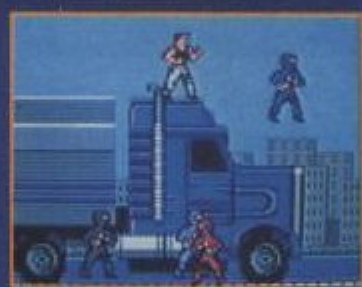
R-TYPE
"Here at S.U. we think it's about as close to an ultimate space blast as anyone will ever get. Fab."

ILATION PACKS



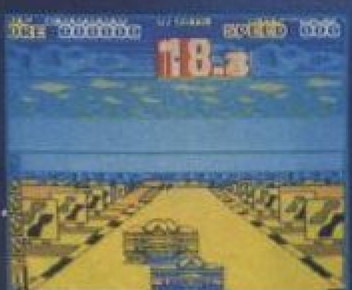


BARBARIAN II
"Palace have really put everthing into this one … It's all done with such enthusiasm, skill and style that I found myself itching to play it again and again." AMSTRAD ACTION MASTER GAME AWARD. "packed with humorous touches … great animation … the sound effects too, are top quality … hours of enthralling play." ZZAP! 64 GOLD MEDAL AWARD.

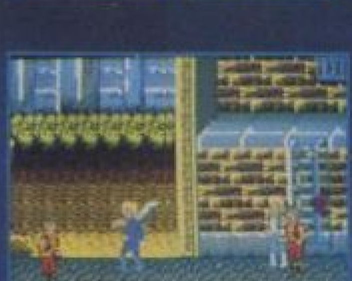


DRAGON NINJA
"A sure winner with the official conversion to the home computer." COMPUTER GAMES-WEEK. "A very enjoyable and addictive game … The best conversion I have seen on the Amstrad." AMSTRAD ACTION.

OF THIS WORLD



WEC LE MANS
The world's most famous sports car race comes to your home computer screen with this exciting simulation of the 24 hour Le Mans race. This stimulating challenge inspired by Konami's sit in driving simulator reproduces all the elements at the famous race with every twist and turn of the track.



DOUBLE DRAGON
Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!

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YOU TELL US!

It's now well over eight months since CRASH changed format and turned into the action mag it is now. Sales have gone up, and we've had loads of letters telling us how much you like the Powertape games — and everything else too, for that matter. Some of you have moaned (boo!), and we've taken note.

Now you get the chance to really tell us what's what about your fave mag! Fill in the Crashtionnaire on page 39, be in with a chance of winning a prize — and most of all, shake CRASH Towers with your opinions!

Then we'll bust a gut to make CRASH even better, bouncier, ravier — whatever YOU want — , promise, guv!

Game Thrills



Make a ruddy fortune with Ocean!

Gold, it gives you a bloomin' fever! And Gilligan's Gold will set your temperature soaring. Collect sacks o' gold and dodge the bandits. Hang onto the trucks, run down the ladders and jump into the lifts – but watch out for those rootin' tootin' mineshafts (What mineshafts?) Those min... ARGGH! (plop!)

Three screens sitting side by side, make up the gold mine where Gilligan (our intrepid hero) is collecting sacks of gold and dumping them into his wheelbarrow, which is up on the top level. The mine is a warren of passages and shafts with ladders to climb and lifts to ride. Sometimes the gold is behind a blocked wall and here the pickaxe comes in handy. But beware, outlaws are after you and your treasure. Clouting the outlaws over the head with the pickaxe should help.... and should they come back for more –drop a sack of gold down the shafts to land on their heads!

At the bottom of the mine a railcar runs along the shaft. It's possible to ride on this by hanging from the roof at a few marked points and then dropping onto the car at the right moment. This also works for the other railcars that run on the other levels.

Gilligan is not allowed to fall more than a level if he doesn't want to lose a life, and being hit by a railcar isn't much better either.

Each screen is played against the clock – though, for each sack of gold collected, you receive 4000 time units, and it also adds a bonus to the score. Go grab some gold! Yeehar!

GILLIGAN'S CONTROLS
Use keyboard controls to scoop the gold: P/up, ENTER/Down, Q/left, W/right, SPACE/action. Or use a joystick with a Kempston, Sinclair, Protek or AGF interface.

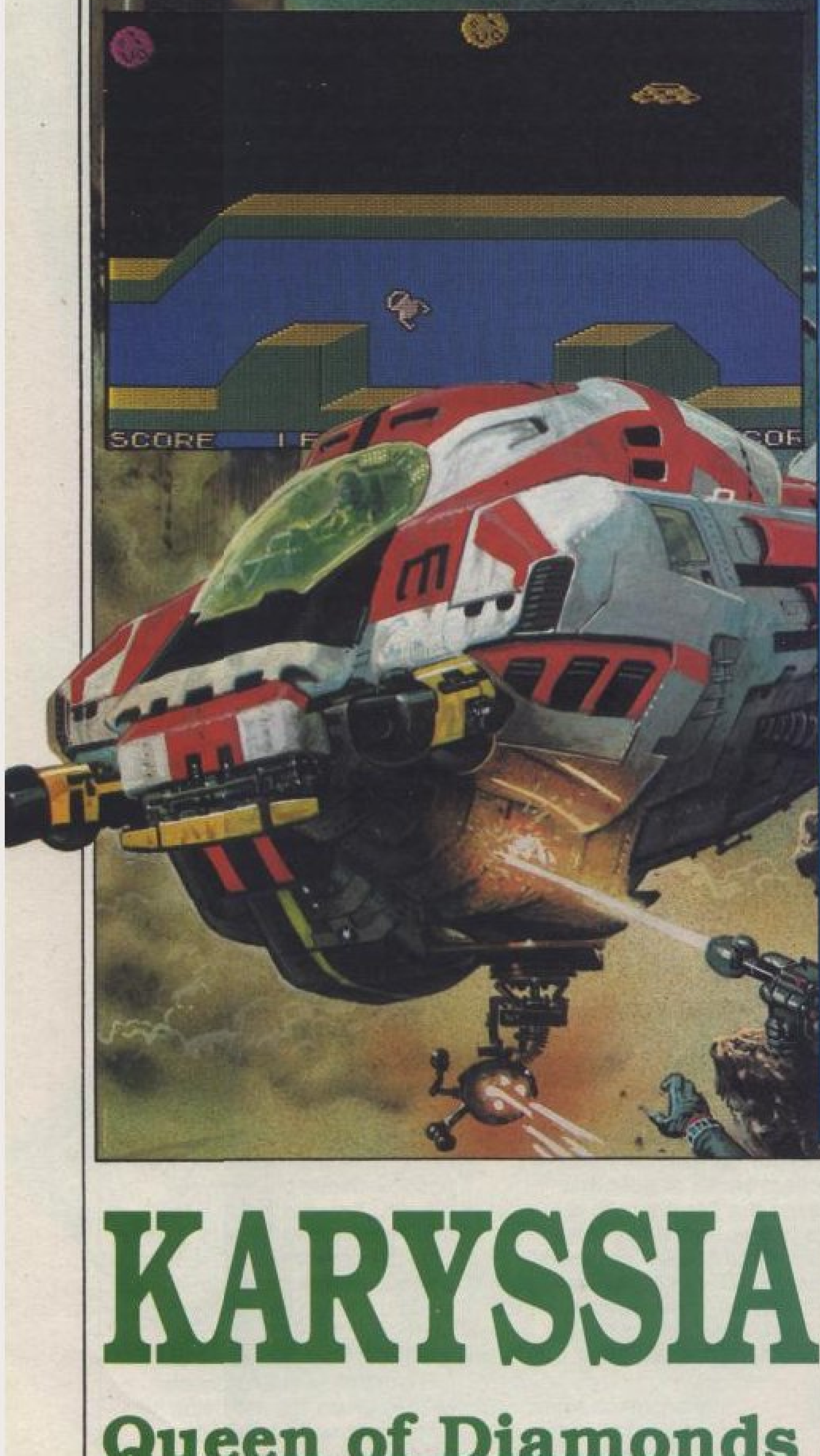
THRILLS ON TAPE
Where to find the action!

Side A:
Gilligan's Gold
1985 —The Day After

Side B:
Karyssia
Mission Fallout
Pokemania

Check the loading instructions on the inlay.
Should your tape prove faulty, don't screech: Send the complete package to **CRASH TAPE CLINIC MARCH (74), PO Box 20, Ludlow,** Shropshire SY8 1DB.
A perfectly formed Mega Powertape will rush back to you!

1985 – THE DAY AFTER



Push your dexterity to the limits in Mastertronic's space hoppa!

Reckon you're bit of a hot-shot at this games-playing lark then? Well, tackle this classic Thrust-esque game and you may think different! 'Cos 1985 could drive you bonkers!

It's the day after (after 1984, that is). Big Brother has been destroyed and the earth has to learn how to survive on its own (it hasn't done so good so far!). You've been assigned to find the energy your planet needs to survive. The Old Republic stored nuclear plasma on four neighbouring planets, and your mission is to visit the 12 alien landscapes and collect it.

Using the sensitive controls of your small spacecraft you leave the space station base to collect all the nuclear pods from each planet. If you can cope with all that, there's one final testing mission to have a go at: retrieving the nuclear fission core from the last, and most difficult, cavern. You'll probably come back glowing green – but what the hell! You're a hero!!

NUCLEAR CONTROLS

Use keys: Z/rotate left, X/rotate right, SPACE/thrust, SYM SHIFT/Tractor beam, M/menu, D/demo. A bit tricky, so it's just as well you can use a joystick as long as you have one of the following interfaces: Kempston, Sinclair, Protek/Cursor.

KARYSSIA

Queen of Diamonds

By public demand – as borne out by endless letters of praise, and testimonies of having been converted to adventure playing by CRASH Powertape games (not forgetting the endless pleas for salvation by stranded questers):

The start of a brilliant three-part adventure from Incentive!

When CRASH ran the stunning three-part adventure *The Ket Trilogy* (back issues 67, 68, 69) we had a huge response from readers who loved it – one mother who'd never played a game before became addicted to *Ket* and made a special trip to the PC Show to talk about it! Thrillorama indeed! So here's great news – *Karyssia*is a creation of the same people who gave you *The Ket Trilogy*, and it will run for the next two issues: Let the adventure begin!

Karyssia, Queen of the island Sendurain, was once incredibly popular with the island dwellers. When the rich diamond mines, the only income, were exhausted she decreed the island would have to become a self-sufficient state. And because it would take several months for the island to grow crops and achieve this, Karyssia spent her money buying food for all of Sendurain's inhabitants. Her popularity rose even further (sounds like Maggie). But, shock horror, unbeknown to everyone, the mines were not exhausted and diamonds flowed freely. This was all part of Karyssia's devious plan – all the profits from the diamonds would from now on go straight into her pocket.

POWER IS FOREVER

Meanwhile, there was trouble on the neighbouring island of Ardurain. Three fighters had killed the King and attempted to take control of the island. The people of Ardurain hated the fighters, and benignly Karyssia came to the rescue. She offered the fighters a huge sum of money to leave Ardurain. This they did, and Karyssia, with the approval of the people, became Queen of Ardurain too.

The fighters tried to find refuge on the third island Tresdurain, but Karyssia sent an army to conquer this domain too. The fighters were killed and the pay-off money returned to Karyssia, who took control of Tresdurain – what an ambitious bi – girl!

Karyssia, along with her sisters Anassia and Sarassia, began an oppressive rule over the islands, and the people turned against her – hating and loathing her when they discovered the truth about the diamond mines.

All this while Karyssia had built a huge army to deal with any rebellions and also became a skilled swordswoman, while appointing a skilled wizard, the evil Sindowa, to protect her.

FOREVER CAN END

Now she rules from the Royal Castle in the north of Ardurain, set high in the Altivian Mountains near to Stillwater lake, – a lake which holds strange powers.

The rightful heir to the throne of Ardurain is Loranin, but he is in hiding in the southern regions of Tresdurain, sought by Karyssia's assassins. He asks you to undertake a quest for him: kill Karyssia...

THE ADVENTURE

You begin the adventure in the Sword and Buckler inn in Mottinan. But your mission will force you to travel to the far north and the Altivian Mountains. There towers the Royal Castle, and within its walls, Karyssia.

Loranin's final words ring in your ears as you begin your quest: 'Meet me at the cave and I will give you what little help I can. If you succeed, there's a fortune in it for you – if you fail it is unlikely you will survive.'

JUSTICE IS FOREVER

Your quest is this: find the Royal

Castle, enter it, – kill Karyssia. But you can't begin until you have met Loranin in the cave – your quest begins from there. And remember – this is only part one of the Karyssia Trilogy: Your main objectives in this part will be to get the Silver Falcon Amulet and reach The Ferryman.

COMBAT
If you want to attack the other characters in the adventure – you can! Though it is risky and you may regret it. You can't retreat from a fight, but your opponent may allow you to live should you lose. The winner of battles is usually determined by the fighter's skill and stamina ratings. To check your ratings type STATUS.

WEAPONS
There are two types of weapons, hand to hand and projectile. Hand to hand weapons increase your ability in combat; projectiles do not, and may require skill to be used effectively.

HAND TO HAND:Doublesword (a pair of light swords, used by experienced fighters who prefer an extra sword rather than a shield), Longsword (standard sword), Scimitar (curved, strengthened sword, common in the desert region of Arduarin), Mace (spiked ball on a stick), Staff (long branch used to block swords and maces), Morningstar (spiked ball on a chain), Club, and Whip.

PROJECTILE: Crossbow (powerful and accurate), Longbow (less accurate than crossbow), Spear, Javelin, Flying Star (star-edged disc with fingerholes, used by the best fighters), Throwing Knife.



MAGIC
There are three levels of magic: lower, higher, and exclusive plane. Lower plane spells are widely available, higher plane spells are expensive and used by rich fighters and exclusive plane spells are only useful to wizards.

LOWERPLANE SPELLS:
Stamina (restores stamina), Skill (improves skill), Fire (causes objects to burn), Ice (freezes an amount of water for a brief period), Illusion (creates an image), Friendship (make chums instantly!), Curse (could cause death), Bless (removes a curse), Blindness (blinds permamently), Remove Blindness (restores eyesight), Growth (causes plants to grow rapidly), Invisibility (lasts only a few seconds), Fear (causes fear in opponents), Levitation (float for a while)

HIGHERPLANE SPELLS:
Dispel Magic (removes lower plane magic), Darksight (see in darkness, lasts for hours), Banish Fire (removes fire caused by magic or otherwise).

Spoken magic is called Cabalism and usually involves an amulet and is cast upon an object. To use it hold the amulet and speak to the object. To cast a lower or higher plane spell use the following format: CAST (type) SPELL (on object).

SPECIAL COMMANDS
STATUS: returns your current skill and stamina ratings; BUY and OBJECT: works only when objects are offered; INVENTORY: Gives a list of carried objects; CREDITS: provides information; LOOK: same as READ, EXAMINE and SEE; REDESCRIBE: to see a location again: SPEECH: use like this PERSON (speech) – don't use quote marks. Example: Florassia hello/Innkeeper give me a drink. If you wish to cast a cabalistic spell, do so by talking to an object, example: DIAMOND (SPELL).

Good luck, let us all hope we will see you next month for the continuation of your desperate mission...

MISSION FALLOUT

A completely brilliant game from Mark Thompson!

Here's one of the best reader games CRASH has ever received – and you'll love it! It's a whizzo arcade adventure and goes like this...

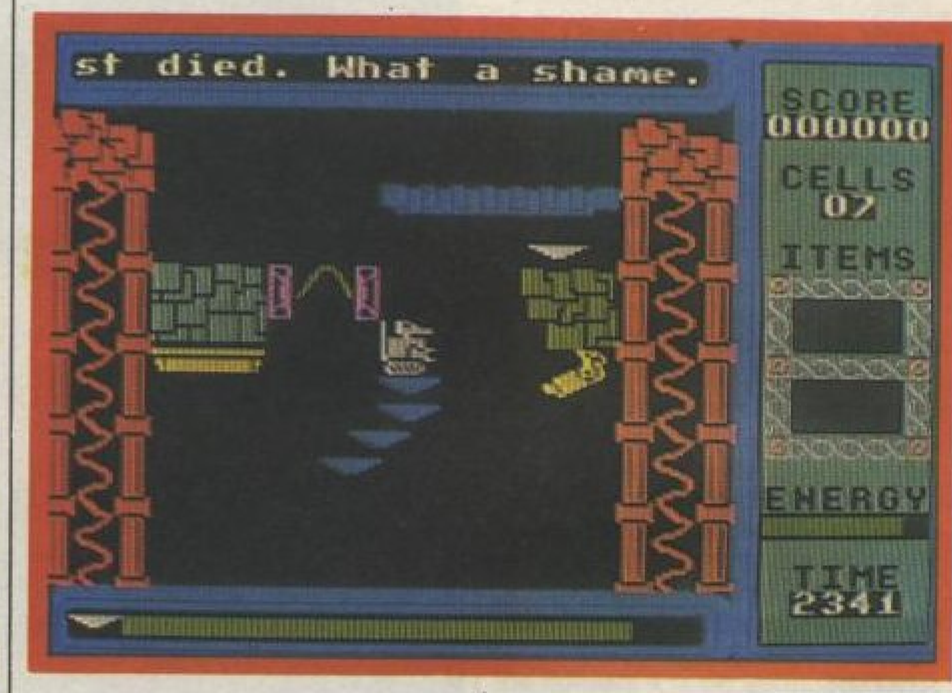
In a far distant part of the galaxy that nobody really cared about was a research station, pioneering the latest in computer and power generating technology, known as Germanium Silicopolis. However, the complex is now been deserted due to an experiment that went wrong. Very wrong.

The nuclear accelerator became unstable, and now ,years later, it will shortly blow up – taking the entire solar system with it. But there is hope – call in the experts: FRED, the Federal Resolve for Every Dilemma.

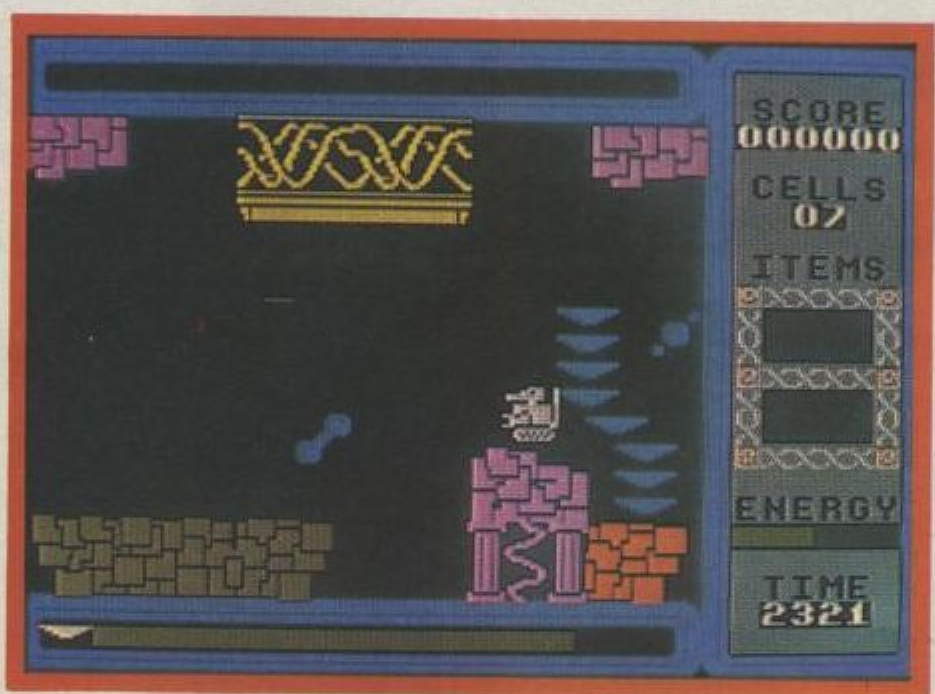
And so, the FRED department calls for its pride and joy: the droid nobody else can match, and whose superb artificial intelligence system should save the day: SID – the Stupid Imbecillic Droid, bursts through the door (without opening it) and bleeps. His mission lay in front of him –

Mission Fallout...

You play SID and must reassemble the nuclear



accelerator. The parts are scattered around the complex and need taking to the assembly room (at the bottom right of the complex). However, it's rather dark in there, so you'll need a light to see what's going on. SID can also use the planet's network of sub-atomic particle diffusers, provided he has the access module. Another fallback are his anti-gravity platforms, and there are extra supplies on the planetary complex, although he does have some to start with.



To use an item, press the number corresponding to the item box it's in (1 for top left box, 2 for top right box, 3 for bottom left box and 4 for bottom right). If you get the jetpac you can take off by selecting it in the middle of a jump – but don't drive into anything if you want to stay on it!

CONTROLS

Whilst on the Jetpac usual directional controls and fire apply. On the ground O and P move SID left and right, Q makes SID jump and A lays an anti-gravity platform. Use V to abort, H to pause and S to swap items 1 to 4 if you ever need to. On the main menu press BREAK to alter the game speed and difficulty.

HEY, 128K OWNERS!

Mark Thompson, the author of *Mission Fallout* also has an even better version, but it runs on 128K machines only. If you want a copy send a cheque, made payable to Mark Thompson, for £1.50 (not £1.00 as stated on the loading screen!) to Mark Thompson, 17 Lynton Drive, Southport, Merseyside PR8 4QP. And here is the additional info you need to play it: T toggles between soundtracks. You also have a sub-game to complete to get each part of the nuclear accelerator. On the shoot-'em-up collect all the grey canisters, and on the maze game collect all the flashing blobs. On the puzzle sub-game rearrange the pieces to complete the picture. Fire swaps the space and the current block at the cursor position.

TIPS ON TAPE

What pokes does Turbo have in store for you in Pokemania this month, – and what **does** he look like? Check all these fascinating mysteries out in DJ Nicko's playing tips!



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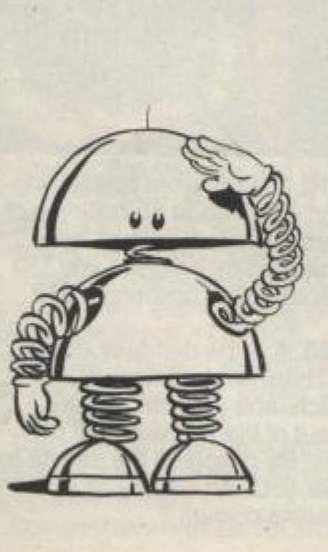
S'AMAZING!

The Coupé arrives at last!



Yes guys: it's alive — and kicking and screaming. And well it might! It's going to have to see off a formidable range of competitors from the humble Spectrum through to the would-be 8-bit bashers Amiga and Atari ST and the all-devouring consoles gathering from afar.

Playfield or deadly minefield? Whichever, as Franco Frey shows, the SAM COUPÉ has got a couple of tricks up its sleeves and is ready to blast into the top-selling charts...



TRIED & TESTED VERDICT

SAM, THE BABY

Right, read the manual, hook up your **SAM Coupé**, switch on your system and hey, here's what you get! The Boot-up screen in glorious technicolour.



You haven't made up your mind yet? Well, read all about SAM here and now — you'll probably decide to chuck away your **Speccy** (aaah) and fork out the dosh for the SAM Coupé. That's OK by us, as long as you continue to read **CRASH**! Better still, *keep* the old Spectrum *and* buy the SAM. That way you get the best of both worlds, and make full use of CRASH!

HISTORIANS, READ ON

It's been a long gestation period for the SAM. **MGT** have spent three long years designing and building a computer which is ingeniously simple yet crosses new frontiers in performance and price. What they're offering is 16-bit type performance for the price of old 8-bit machines.

The brains behind MGT are **Bruce Gordon** and **Alan Miles**. Supplying peripherals for the ZX Spectrum over a number of years, they studied the market and formed an opinion that the 16-bit machines are not the way forward in replacing the old faithfuls, the ZX Spectrum and Commodore C64. What was needed was improved performance at the old price.

They set out to achieve just this. Using the latest manufacturing technology they simplified the circuit board and incorporated most peripheral functions into one ASIC - Application Specific Integrated Circuit. The result is a low cost board with little assembly work and cheap standard chip (Z80B processor and 8-bit wide memory!).

The performance? - Well, in graphics, sound and speed the SAM Coupé matches or approaches closely the 16-bit competition specs where it relates to games playing. On a pricing level, only the consoles are able to match SAM's competitiveness. SAM has a further weapon up its sleeve. With a software base built up from the vast range of cassette based Spectrum games the user has the benefit of low-priced games, including budget! The consoles cartridge based software looks distinctly pricey, and for a lot of users, unobtainable. You can argue against this: In this day and age, cassette based storage seems archaic and has certainly proven unpopular in all foreign countries. Ultimately it's you, the user, who will decide the fate of the SAM Coupé by voting through purchase! Time will tell...

GET GOING!

A concise look at what you get...

SAM's a really cute guy. He'd do anything for his beloved computer. He's obviously proud of it. Who wouldn't be. The **Coupé** has successfully distanced itself from the drab black pseudo-tech look of the **Spectrum** and has a snazzy white and light-grey ground-hugging body which incorporates the keyboard, the main printed circuit board and the two disk drive bays, all of which are firmly supported by four sexy-curved blue legs.

If you're not into styling, forget the descriptive tripe and concentrate on the practicalities. The **keyboard** is miles better than the Spectrum's, despite the fact it uses membrane keyswitches. The old adage convinces: It doesn't matter what you do, but how you do it! (Bananarama). The 72 keys have got just the right rake and the front body provides just the right sort of manual support. As ultra slim **3.5" disk drives** have been used, the profile of the unit is surprisingly low. A neat feature are the **10 function keys**, which can, same as the rest of the keys, be programmed and customised to deliver any text or command strings.

The connection to the real world takes place at the rear of the unit, which resembles hi-tech Swiss cheese. It is literally loaded with all sorts of **connectors** and **switches** and presses you to consult the manual for illumination.

SAM ABILITY

So what's cooking? Forget the internals, lets concentrate on the important stuff: **graphics** and **sound**. If you look at the panel, you'll get all the nitty gritty on the **four display modes**. In simple terms, the display can be altered from a Spectrum lookalike to simply superb Atari ST like resolution and colour. Problem is, you'll need a **monitor** connected to the Coupé SCART socket for top picture quality.On the other hand the modulated UHF TV output is one of the best around and picture degradation is minimal. Great stuff.

But what about the sound? Well, no skimping here either. The **internal synthesiser** can blow your brains out with its 6-channel, 8-octave stereo outbursts and makes the Spectrum sound like a whimper. If you do want to make full use of the orchestral generator, hook it up to your stereo system via the audio socket. You've also got the choice of hooking it up to a monitor with stereo or mono loudspeaker. At worst, content yourself with the UHF TV sound output.

Sound and graphics are fab, but what about some interactive motion? One or two **joysticks**, of the Atari compatible kind, you bet. One port only demands a joystick splitter (courtesy of MGT) for two player games. If you're into **WIMPs**, you'll be glad to know you can plug an **MGT mouse** into its own little port. If you're into pointing at all and sundry , you can always plug your **MGT light pen** into its socket and make scratch marks on the monitor screen.

WHAT YOU SEE

Is what you get — get in the SAM Coupe box in this case.

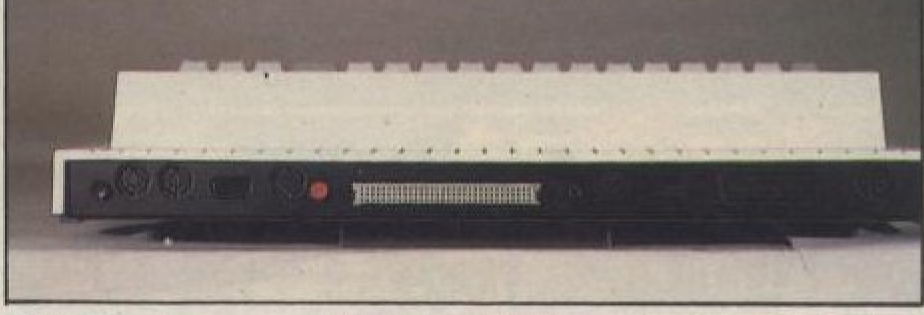
The SAM Coupé Power Supply Unit. What's interesting is that the TV cable, to plug into the aerial socket on the TV, comes from here and not the computer. You get a free plug too!

The Flash! Manual and the cassette containing not only the Flash! program itself but the introductory program too — Sam's Demo.



The User's Guide as written by Mel Croucher, and the utility tape to make the Coupé Spectrum compatible.

The beast itself — the SAM Coupé!



DETAILS

The Break Button - use it to ESCape, BREAK or CRASH (?!?) from a program

The MIDI sockets - MIDI In, Out and Through provides complete MIDI support to the musician. - These sockets are also used for networking (up to 16 machines)

The Joystick Port is Atari compatible and with an MGT adapter allows 2 joysticks to be connected

The Mouse Port is for a special MGT three-button mouse.

The Reset Button - press it to completely reset the machine

The 64-pin Expansion Connector comes into its own for serial/parallel interfaces, digitisers, scanners and other exciting peripherals

The Cassette Interface connects the Coupé to any domestic cassette recorder for tape software

The Light Pen Port allows a Coupé compatible Light Pen to be attached. It's also a **Light Gun Port** and a **Stereo Headphone socket**

The On/Off Switch means you don't need to unplug the external power supply all the time, although you'll still need to switch the power supply off at the mains.

The SCART socket allows the Coupé to be connected to a linear or digital RGB or composite video monitor or TV (with suitable video input). If no monitor is available, use the UHF PAL TV output from the power supply, which plugs into the aerial socket of your TV

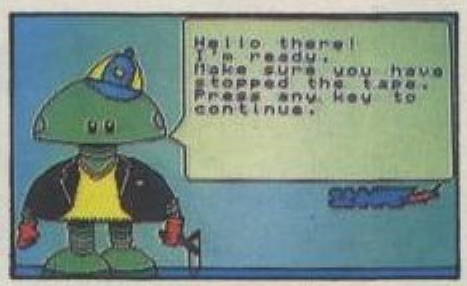
The External Power Supply Socket

Find out just how useful all SAM's ports are: Details follow ports reading left to right

SOFTWARE WHERE?

Back to practicalities again. Where does all the **software** come from? Initially the Spectrum, of course. By use of the **cassette interface** and a **Spectrum Emulator** the SAM Coupé achieves instant software flow. The machine's capabilities will awaken as soon as Coupé specific software is introduced, and a number of notoriously famous software houses are quietly preparing the bonanza. In the meantime it's up to the demo cassette and dear SAM to convince you of the potential in the beast. With **256K of RAM** expandable up to **512K** the potential for brilliant games with superb graphics and sound is round the corner and ready to be exploited. Expanding the system with a disk drive will become a necessity, unless you like drinking several pots of tea before play...

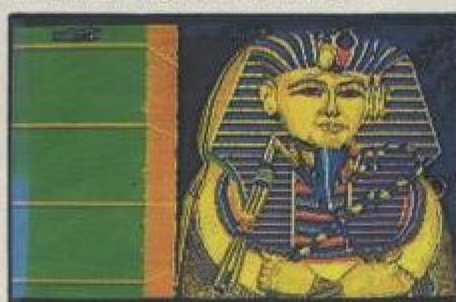
MODES



MODE 1 gives you 24 lines, with each line consisting of 32 cells made up of a pattern of 8x8 dots and spaces. Choice of colour for PEN and PAPER of each cell can be made from 16 paint pots selected from a range of 128 colours. Seems familiar? It should be, it's the Spectrum modus operandi.



MODE 2 provides 192 lines with 32 cells each, giving a total of 6144 character cells of 8x1 dots with the same colour selection as mode 1.



MODE 3 is the word processing mode and offers up to 85 columns of characters. Only four colours are used. The pixel mode gives you 192 lines with each line containing 512 pixels.

MODE 4 is the daddy of screen modes. There are 192 lines of 256 pixels each, and you can use 16 colours out of the range of 128 on every line. By changing the palette for every line, you can display all of the 128 available colours.

BASICALLY

BASIC is hardly ever basic these days. Dr Andy Wright, egg-head boffin responsible for SAM BASIC, has incorporated a whole host of extra features specifically suited to the SAM's internals and has thus created a monster, sorry, a fully implemented, version of the interpretive language. Here are the specs:

Programs may be up to 217K long on the standard Coupé. You can write up to 61439 lines containing up to 127 statements if you're a masochist. Strings and names can have names up to 10 characters long so they can be descriptive. This'll stop you guessing what the variable on line 1 was while you're entering line number 61439...Arrays can fill all available memory.

SAM BASIC is fully structured and includes procedures with local variables and parameter passing by value and reference. Long and short IF and ELSE are implemented, as are DO, LOOP, REPEAT, UNTIL, a CASE equivalent, ON, ON ERROR and GO TO label. Programmes can be automatically renumbered and indented to reflect the structure.

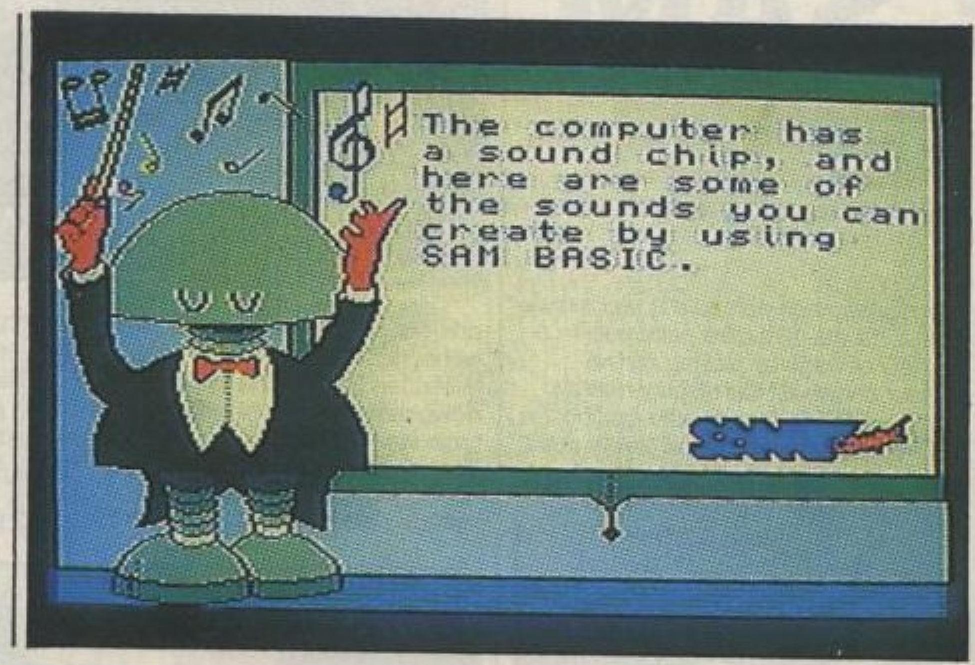
Graphics support is excellent with fast DRAW, CIRCLE, PLOT and pattern FILL. A novel feature is RECORD and BLITZ which lets you record a sequence of graphic commands which can be re-executed with the ultra-fast BLITZ command. Any part of the screen can be moved around in any direction with ROL and SCROLL, and sections can be GRABbed and placed with the PUT command elsewhere. All 128 colours can de displayed simultaneously, and PALETTE lets you make instant changes to screen colours. Screens in memory can be instantly flipped into the display area. The character set includes block graphics and a wide range of foreign characters, and character size can be altered to give 32, 64 or 85 columns. Double height characters are also on the menu list. Text and graphics dumps can be output to a suitable printer in a variety of sizes.

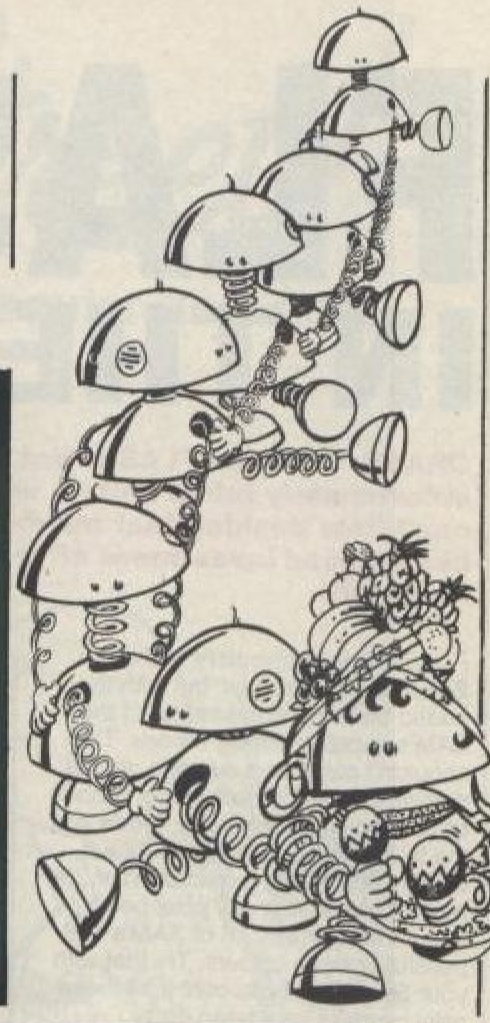
Sound commands include the BEEP and SOUND plus a range of special effects such as ZAP, POW, ZOOM and BOOM (!).

The 56 built-in commands include all usual sets of mathematical and string-handling functions as well as support functions for peripherals such as mouse and light pen. Disk drives are supported via a DOS which has to be loaded into memory and provides BOOT, FORMAT, DIR, MOVE and ERASE with the DEVICE command directing the activity to disk, cassette or network. The Coupé supports cassette loading and saving at various speeds set with the DEVICE parameter. The tape system can handle program, data, binary and screen files.

The keyboard can be completely reprogrammed and keys can contain predefined strings.

Compatibility with ZX BASIC is achieved by way of a utility programme BTRANS on the SAM utility cassette, which translates the Spectrum BASIC programme into SAM BASIC. So if you've got a massive library of Spectrum BASIC programmes, all is not lost! (Phew!)





TECH SPEC

Check and compare the vital statistics of the SAM and ZX SPECTRUM+2A/ZX SPECTRUM+3:

SAM COUPE

Engine	Z80B running at 6Mhz
Control	1VLSI 10,000 gate ASIC (Application Specific Integrated Circuit)
ROM	32K containing SAM BASIC, disk bootstrap, BIOS
RAM	256K upgradeable to 512K (256Kx4 100ns DRAM)
Sound	Philips SAA 1099 synthesiser: 6 channels, 8 octaves, stereo with amplitude and envelope control, plus choice of waveform. Output via TV, Monitor (SCART) and Audio
Graphics	Motorola MC 1377P video chip. ASIC serves as graphics processor offering 4 modes
Screens	Mode 1: 32x24 character cells (2 colour); 16 colours selectable from 128 Mode 2: 32x192 character cells (2 colour); 16 colours selectable from 128 Mode 3: 80 column text display - 512x192 pixels, each pixel selectable for colour; 4 colours per line selectable from 128 Mode 4: 256x192 pixels; each pixel selectable for colour; 16 colours selectable per line from 128. In all modes, colours may be redefined at line interrupt, allowing all 128 colours to be displayed on screen simultaneously.
Interfaces	UHF (TV channel 36) Colour composite video, digital and linear RGB through SCART connector Atari standard joystick (requires splitter for 2 sticks) Special Coupé mouse (in preparation) Coupé light pen and light gun (in preparation) Cassette recorder MIDI In, Out and Through Network - screened microphone cable with 7 pin DIN connector Audio output socket RS232 and parallel printer via external MGT interface connected at expansion port 64 pin expansion port
Disk drives	1 or 2 removable and internally mounted 3.5" 780K formatted
Keyboard	72 full travel membrane action keys including 10 function keys
Price	Basic configuration £169.95 incl. VAT With 1 disk drive £259.90 incl. VAT

ZX SPECTRUM+2A/+3

Engine	Z80A running at 3.5469 MHz
Control	ULA (Uncommitted Logic Array) glue chip
ROM	64K as 4x16K pages
RAM	128K as 8x16K pages (64Kx4 DRAMS)
Sound	AY-3-8912 synthesiser: 3 channel (tone or noise) with 16 envelope settings. One voice CPU generated. Output via TV, Audio or Monitor
Graphics	ULA driven single mode
Screen	256x192 pixels, 24x32 colour cells (2 colour); 8 colours selectable plus intensity and flash
Interfaces	UHF PAL TV port Serial interface combined with MIDI Out (non standard connector) Parallel printer port (special cable required) Auxiliary port controls AY-3-8912 chip and provides extra input/output lines for second serial port or for controlling external device RGB monitor port (also compatible with PERITEL TV) 2 joystick ports (non Atari compatible - require converters) Audio Out/cassette port Second disk drive port (+3 only) Z80 bus expansion port
Disk Drives	+3 only: Integral 3" disk drive with 360K formatted disk capacity (180K each side; manual change-over) +2A only: Integral datacorder
Keyboard	58 key full travel membrane action
Price	+2A £149.99 incl. VAT +3 £199.00 incl. VAT

Price comparison with 16-bit brotherhood:
Atari 520STFM £399.99 incl. VAT
Amiga A500 £399.99 incl. VAT

A SOUND MOVE

The hills are alive with the sound of MIDI. Yes, the Coupé features a full implementation of MIDI - MIDI In, Out and Through - with 16 channel capability. MGT will be promoting a full range of MIDI support software. Integration of MIDI on the low-cost SAM is a sound move by MGT. Musicians won't have to depend on add-on manufacturers - just plug in and go!

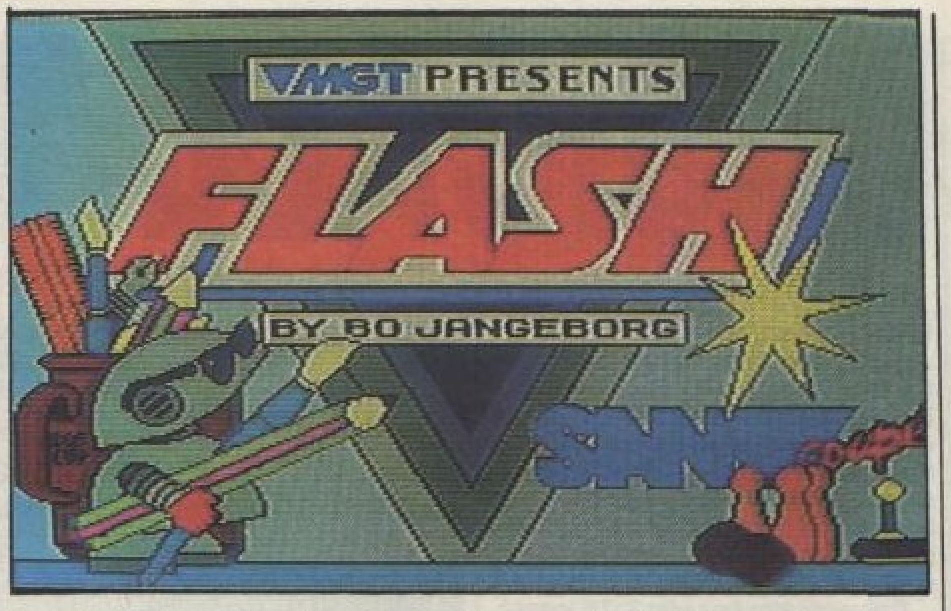
But what's his masters voice? Well, internally, at the throat of all things, SAM's vocal cords are strung together by a Philips SAA 1099 synthesiser chip, which by the sound of it, can generate 6 channel, 8 octave (31Hz to 7.81kHz) stereo aural bliss with full amplitude and envelope control and sporting a full range of waveforms. Needless to say, it'll require more than the BEEP and SOUND commands in Basic to stretch SAM's musical tool. Fortunately, MGT have included special sound effects in the Basic repertory such as ZAP (laser beam), POW (impact effect), ZOOM (fast movement) and BOOM (explosion), and for more advanced Basic programmers, SOUND command will control individual registers iin the sound chip for total control and ultimate modulation...

Play it SAM!



FLASH! IN THE SAM

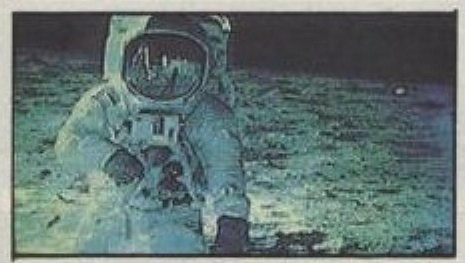
CRASH, SAM and FLASH! Not quite...Loading FLASH! unfortunately takes quite a while (and while you wait, you can't help thinking that maybe a disk drive would have been a good investment after all), but hey, it's worth the long wait!



FLASH! is the equivalent of the **Spectrum**'s *The Artist*, but with the added benefit and splendour of the SAM's superior display modes. This shouldn't come as a surprise, as the software wizard in both cases is none other than **Bo Jangeborg**. **Mode 4** is the favourite, and therefore default, display option with a resolution of 256 by 192 pixels, with any pixel being able to take on any 16 of SAM's 128 possible palette colours. Try that with your Spectrum if you can! If all these colours make your head dizzy (whoever heard of *hog foot* or *damp squid* as a colour shade?), then switch to **Mode 1**, and you'll feel right at home in Spectrum screen land.

Centre of operations is located in the upper third of the screen similar to a fighter pilot's headup weapons display system and dazzles with an array of special 'weapons' icons. Access to this strategic arsenal is via keyboard, joystick or mouse, sorry — no telepathic controls yet. Lurking at the screen edges are a row of pop down menus with even more action commands, the SCREEN one actually contains VIEW which eliminates the control area and provides full view of your creation. When working however, a vertical indicator bar allows you to scroll the art screen up and down so you can gain access to the hidden third of the screen.

Well, what's on the menu then? If you've already dabbled with art packages before, you'll instantly recognise most of the icons. **Spraycan**, **Paint Brush**, **Undo**, **Text**, **Font**, **Fill** and **Cut** are self explanatory, and so are the various shape icons such as **Circle**, **Rectangle** and **Oval**, both in normal and filled version. **Lines** is another trusted friend, both in concatenated (continuous) and radiating form. So what's left? Plenty! For one, there's the whole colour control panel, which gives you access to the full 128 possible screen colours (remember *hog foot* and *damp squid*?) and allows you to fill the 16 active paint pots in a variety of ways by picking up the colour choice off the display matrix, setting RGB values or auto cycling the colours through your neat row of paint

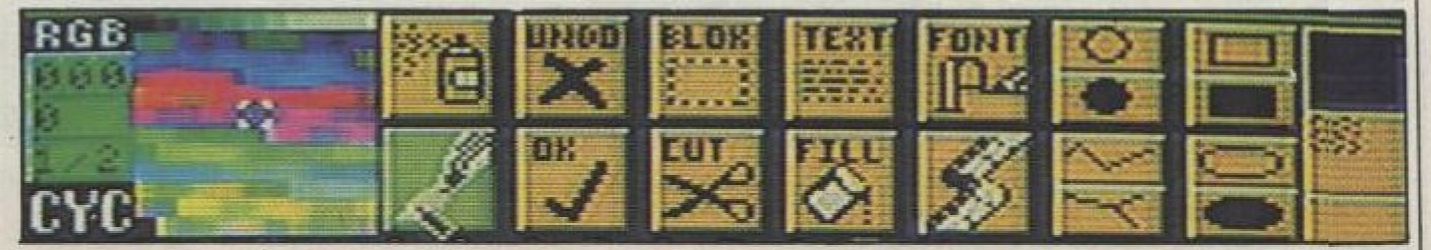


pots. Three further icons allow you to select **Fill Patterns**, **Spray Nozzle** and **Paint Brush** Shapes. The **OK** tick icon saves the current state of your screen to memory just in case you're going to get it all wrong with your next action. **BLOK** lets you set screen windows for manipulation whereas **CUT** defines irregular shapes for block transformations. Which leaves only the minor point of the **Animation** icon, which opens up the fantastic world of sprite animation to anyone who hasn't got the faintest idea of programming and will provide guaranteed results within minutes!

Hidden away in the various pop down menus are even more powerful tools such as **Block Transformations**, which will flip, mirror, twist and recolourise your selected block area. Apart from the usual **File** accessing and **Print** functions, you'll find the screen mode selectors and a host of useful function and screen options such as the grey screen (mono) or Spectrum colour emulator, grid set and...and...

Definitely not a mere *Flash!* in the pan!





ICONS

SPRAYCAN makes light work of airbrush spraying with a selection of spray patterns
UNDO does exactly that: it'll wipe out your last operation and reinstate the previous screen held in memory. 'The electronic rubber'.
BLOK lets you define a screen window for block operations
TEXT lets you enter text and glue it anywhere on screen
FONT sets the shape and size of text. Choose any of the fonts and fiddle with them to your liking
CIRCLE lets you draw a circle, outlined or filled, any size, anyplace, anytime...
RECTANGLE draws squares and rectangles, empty or filled, anysize, anyplace, anytime...
PAINTBRUSH is your basic drawing tool, but basic it is not. Choose from hairline to barrelsize and watch the smudge of ink appear on screen as well as disappear depending, on your action
OK is just fine and saves your artipiece stage by stage to memory, just in case you have a turn...
CUT cuts out an irregular screen area so that you can perform block functions (modify it or just simply move and paste it anywhere on screen)
FILL does just that; it fills an enclosed area with ink solidly or with the selected pattern
ANIMATION sets you up as a film producer and lets you store an image within a defined window sequentially into frames, which can be replayed at any speed and in any order. Walt Disney, here we come!
LINE lets you draw lines, without a ruler, dead straight and what's more, continuously (try to say concatenated at speed!), or radiating from a fixed point
ELIPSE draws ovals, empty or filled, anysize, anyplace, anytime...

GAMES? WHAT GAMES?

Whoever said you can't have compatibility and innovation is proven wrong. Despite all the improvements and additions to the trusty Speccy MGT have managed to achieve some compatibility with current Spectrum games software: achieved with a tape-based Spectrum Emulator, which can be loaded prior to game load. So far, the games listed below are compatible, although by the time you read this, more games will have been tested and given the SAM approval. The Emulator will be constantly updated and made available to current SAM owners. CRASH will also print regular updates. Here's that list:

Rescue On Fractalus, HATE, Paperboy, Periscope Up, Forgotten Worlds, Barbarian, Draconus, ATV Sim, Jet Set Willy, Thundercats, Project Stealth Fighter, Silent Service, Buggy Boy, Starion, Treasure Island Dizzy, Super Stuntman, Super Robin Hood, Reveal, Dynatron Mission, Street Fighter, Cybernoid, Flintstones, Atic Atac, Hacker II, Nightshade, Robocop, Commando, Bounder, Manic Miner,

Ground Attack, River Rescue, Giant's Revenge, Rocky Horror Show, Hydrofool, Dark Fusion, Cybernoid II, Impossible Mission II, Lancelot, Jetpac, Mig 29, Strider, KGB Superspy, Ghostbusters II, Gregory Loses His Clock, PowerDrift, Jack The Nipper II, Kung Fu II, Trantor: The Last Stormtrooper, Gunship, ThunderBlade, Zynaps, Batman The Caped Crusader, Air Traffic Controller, Wonderboy, Bigfoot, Dan Dare, KickStart II, Yogi Bear, 1943, Fairlight II, Marsport, Sabre Wolf, LightForce, Driller, Joe Blade, Fire Trap, Sweevo's World, Finders Keepers, Jack & The Beanstalk, Zip Zap, Stonkers, Shadows of Mordor, Impossaball, Curse Of Sherwood, The Empire Strikes Back, Magnetron 2, The Sentinel and Molar Maul.



SHOP THAT SELLS COMPUTERS
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SAM'S STORE
For the latest news call the SAM Coupé Hotline 0792 791275
SAM COUPÉ AVAILABLE HERE
THE NEWS
SAM COUPÉ HITS THE STREET
SNAT!
NISSAN
HEY!
SAM Hits the Roadshow
Meet MGT and see the SAM Coupé at the following times and places from 5pm to 8pm
26.2.90 Albany Hotel Glasgow
27.2.90 Post House Hotel Newcastle (Washington)
28.2.90 Post House Hotel Manchester (Haydock)
1.3.90 Post House Hotel Leeds (Brighouse)
5.3.90 Post House Hotel Bristol (Alveston)
6.3.90 Dolphin Hotel Southampton
7.3.90 Post House Hotel Coventry
8.3.90 Russell Hotel London
Please send me details of my local SAM Coupé stockists:
Name :-
Address :-
MILES GORDON TECHNOLOGY plc
Lakeside, Phoenix Way, Swansea SA7 9EH
M.G.T.
MILES GORDON TECHNOLOGY plc

CRASH

FLY A PLANE FROM YOUR ARMCHAIR!

★ **Win a fabby video machine!!**
★ **Win a 'chocks away' P-47 video!!**
★ **Win a t-shirt to keep you warm!**
★ **Blimey! Cheers, Firebird!!**

It's back to World War II with *P-47 Thunderbolt*! All the fast and furious action of the time in your home!! The **Jaleco** coin-op recreated the pace and action of 1943 in 1985 and was the first game to feature add-on weapons! And now **Firebird** their version on the Speccy! Tally ho and no mistake!

Firebird are so pleased with the game they're offering some really spiffing prizes in this P-47 Compo! For the first prize winner there is a smashing video machine! Which is just as well because the lucky chap (or chappess) will also receive a P-47 video to let you experience the thrill of flying, plus a **Firebird** t-shirt!! For three second prize winners there is a copy of the P-47 video and a t-shirt and 20 runners-up each win their very own t-shirt!!

ACTION STATIONS!

To be in with a chance of winning a prize you're going to have to spot some differences! Get your eagle eyes peering over the two pictures and spot TEN differences between them. Ring the differences on picture B and, once you've filled in your name and address, snip out the coupon (or take a photocopy) and send it post haste to: **CHOCKS AWAY WITH THIS P-47 COMPO, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB**. Entries must be returned to the **CRASH** hangar by March 22 and the decision of Squadron Leader Frey is final. Bandits at five o'clock! (Oh, good – just time for a nice cuppatea then...)

A SHORT HISTORY OF THE P-47



RAF: The Republic P-47 Thunderbolt, one of the top USAAF fighter bombers in World War II, was commanded by the British RAF Fighter Command and, operating from bases in England, their principal tasks were performing short-range sorties over northen France.

DIVING: The P-47 was the fastest and heaviest bomber at the time and had exceptionally good dive characteristics and hard hitting weapons. It was the 8th Air Force's premier deadly weapon.

COIN-OP: In 1985 **Jaleco** produced the corky coin-op and was the first game to feature bolt-on weapons!

MOTH:Firebird's **Martin Moth** says 'P-47? I just can't get enough of it, matey!'

APPLES: Pilots of the P-47' often ate an apple before taking off into the wild blue yonder!

HALF-A-DOZEN EGGS, PLEASE: Surprisingly, Mrs Fortesque often baked a... (SNIP! What piffle! History discontinued! You're fired! —Ed)

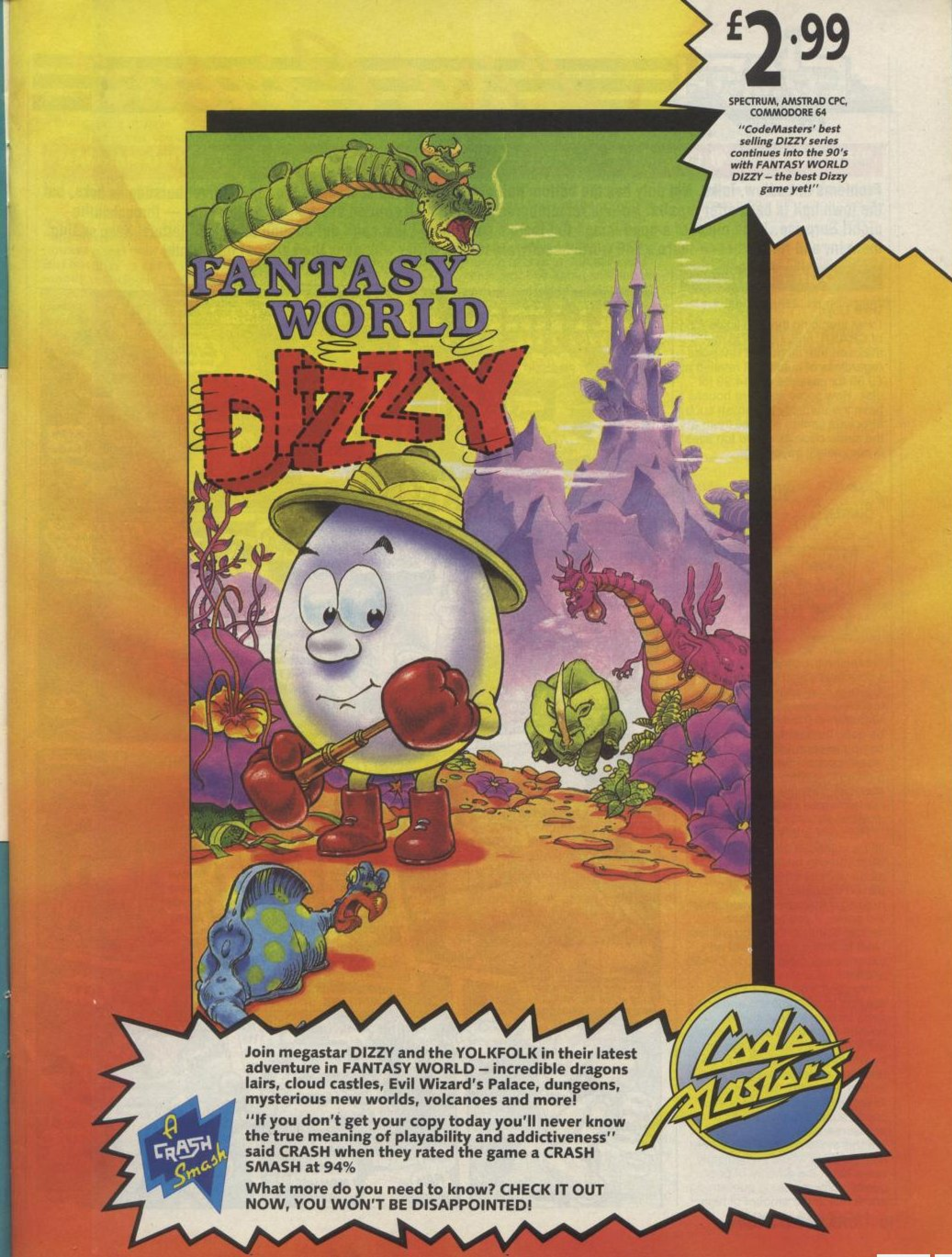
PICTURE B



PICTURE A



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ADDRESS ______
POSTCODE ______



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SPECTRUM, AMSTRAD CPC, COMMODORE 64
"CodeMasters' best selling DIZZY series continues into the 90's with FANTASY WORLD DIZZY – the best Dizzy game yet!"
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Join megastar DIZZY and the YOLKFOLK in their latest adventure in FANTASY WORLD – incredible dragons lairs, cloud castles, Evil Wizard's Palace, dungeons, mysterious new worlds, volcanoes and more!
"If you don't get your copy today you'll never know the true meaning of playability and addictiveness" said CRASH when they rated the game a CRASH SMASH at 94%
What more do you need to know? CHECK IT OUT NOW, YOU WON'T BE DISAPPOINTED!
A CRASH Smash
Code Masters

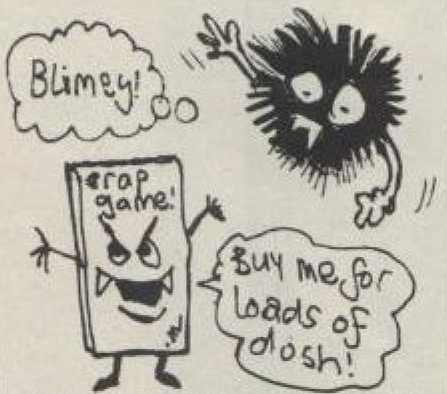
Live Circuit

VIEWS ● NEWS ● COMICS ● CLASSIFIEDS ● WINNERS ● COMPILED BY LLOYD MANGRAM

Problems in Ludlow, folks. Not only has the bottom half of the town been submerged due to the river bursting its banks, but the town bell is back after repairs. No-one remembered how loudly it chimed every hour, on the hour — throughout the night! Surprise..! Too much of a good thing? But there's something I just can't get enough of — your letters! Keep sending them in, and remember — there's £40 worth of software for the writer who pens the Letter of the Month!

OUR PRICE

Dear Lloyd
I was thumbing through issue 72 of **CRASH**, and it came to my attention that all games reviewed regardless of quality, all retailed at £9.99 for cassette or £14.99 for disk. How some software houses have the audacity to publish such atrocious games and sell them at the same price as all the top titles is completely beyond me.



Imagine the disappointment of a poor little Speccy owner (all together now, ahh), who has just received a new +2 from Santa. Naturally, at the first opportunity he gets, he dashes out to his local computer shop with his last 10 weeks pocket money only to buy a game that when loaded up is about as addictive as a four week old fermented sock in your christmas pud! (You decide).

The point is this, you can't go into a computer shop and select what you can be sure is a good game without either having played the game before or reading a magazine review about the game. If you have done neither of these, then you will just have to take a gamble and an expensive gamble at up to £14.99 a time!

Wouldn't it be both a logical solution to this problem and an extra incentive for software houses to produce better quality software, to introduce a system by which every game due to be released undergoes a period of testing where the game is assessed for quality and is then priced subject to the results of the assessment.

If this system was initiated I am sure that you would immediately see a fall in the amount of poor quality software being published and a rise in the amount of high



quality software being published, because software houses would recognise that a poor quality game is not worth publishing from a financial point of view.

As a result of this, you would see a large fall in the amount of new Speccys flying through windows on boxing day!

David Black, Kings Heath

Nice idea — but it would never happen, would it? And software houses do test their games! But once they've spent the money producing it, they will try and their loot back on even dud product — after all, they'll have to finance the next game. The answer to your problem is simple enough — don't buy a game until CRASH has reviewed it. Then, you'll know exactly what you're buying. And if we can't get hold of a game you'll know that the software house is obviously far too ashamed to send it to us — don't touch!
LM

BUGS!

Dear Lloyd

I'm writing this letter for the sake of the **Olibugs** as **Oli** so created them. And for the sake of **Robert Western** from Wales. I think that Robert is right, I don't think the little, sweet, cute but peculiar Olibugs like bashing each other around. And how do **you** know they like bashing each other?

I think somebody should create an Olibug fan club.

Nichola Martin, Nelson

Olibug fan club, eh? Jumped up little furry pests are too much trouble as it is without giving them too much support! (Get down!)
LM

BRAINWAVE!

Dear Lloyd

What I would like to know is if my solution to using a multiface is correct, as well as understanding a Poke.

Last year I bought a **Multiface 128**. But I could not figure out how to use it, so I swapped it through an ad. Then, reading a **Crash** Christmas back issue I had a brainwave to where I was going wrong.

1. Load game in 48K Basic or Tapeloader
2. When game has loaded, press red button on multiface to freeze the program.
3. Press T for toll to get menu to insert POKE
4. Press space and enter address and amount of lifes wanted
5. Finally press ENTER

The main thing that confuses me is the poke itself.

For example: *Bionic Commando* - Lives:34690.0

Is this the address. Do you put how many lives you want after this number?

Finally is this POKE the same as above or are amount of lives already there?

Example: *Ghost 'n' Goblins*: Lives - 33352.01

Extra Speed - 33433.201

and can you explain this POKE - *Dan Dare 2* - 53822.N

Mark Stevens, London SE5

Right. Normally when DJ Nicko says LIVES he means infinite lives, so just enter the POKE as it is and you'll have an endless supply! In the case of *Dan Dare 2*, where the letter N is insert as many lives as you need, up to 255. Okey dokey?
LM

SAM COUPE CRAZY!

Dear Lloyd

Along time ago in a galaxy far, far away (well early 1989 in a computer mag) I read about a Spectrum Mega computer, called the **Sam Coupé**, it sounded cool.

It ran on a 280B micro processor running at a stunning 6Mz. It had 128 colours and a magnificent Philips sound chip which had 6 channel stereo sound and 8 octaves and things, and at the back of the machine there were in- and outputs for everybody, and it had a massive 256K which could easily be graded up to 512K, the keys were soft, it had a brilliant typewriter keyboard, there were 4 graphics modes, and what I thought was the best of all, two slots at the front for disk drives, a bit like two letter boxes really! And the price for all this...around £150.

It was the best 8 bit computer ever, it even ran **Speccy** software! It was said to be out in April 89. So I waited and waited, but still no computer mags had put any articles about it in their magazines, I thought it must have been a joke until September. When all the magazines went Sam Coupé potty.

Now the price is £169.95. So, then I was Sam Coupé all the way! I asked my dad if I could have one for Xmas, and he said 'Yes!'. So in late November I sent away my cheque and the Coupé arrived just in time for Christmas. I've been playing on the graphics program, *Flash!* by **Bo Jangeborg** ever since, and have managed to draw a picture of **Sam** (the cartoon character in the manual). The Coupé is great and I would advise every Spectrum and any other computer user to get one.

Kevin Millington, St Helens.

Dear Lloyd

I have just purchased a **Sam Coupé**, and I am delighted to tell you that it is a wonderful machine. The art package by **Bo Jangeborg** is particularly impressive, I couldn't tell the difference in graphical capabilities between the Sam Coupé and my mates **ST**!

When I first got the computer, I loaded up one of my favourite **Speccy** games, *Batman the Movie* - and it worked! No 128K music of course, but still I was amazed. The game seemed to play with a slightly wider screen than on the Speccy, but it made no difference whatsoever to the playability of the game. I first became interested in the Coupé back in March '88 when **Crash** did a special feature on this machine.

It sounded impressive then, and it's even more so now. At £169.95, it is a steal, and I am sure it can compete successfully with the 16 bit machines on the market. I would like to see decent software support from all the major software houses, because without a massive software backing, this machine will be a failure.

But the Coupé does not deserve to become a failure. It is a technical phenomenen, and has so much potential, it could even become a modern day 'Spectrum', but more successful (if that could ever happen) if it has creditable support. So come on **Ocean**, **US Gold**, **Gremlin**, lets see some decent Sam Coupé - dedicated software on the market.

Yours sincerely

Kathryn Waldock, Bishop Auckland

Dear Lloyd

I recently received the **Sam Coupé** and so far I am amazed with the performance.

Doing 0-60 in 1.5 seconds this little number is magnificent. The demo for this fantabulous computer is great and so is *Flash!* (the art programme), but of course you know that, you've reviewed it, (Sort of, well nearly).

TO NON COUPÉ OWNERS, USERS etc:

Flash! brings together not only fantastic options and controls, but mega colour as well. The colour cycle feature and animation routines are just one example. However most of all the graphics and pictures you make on *Flash!* are the best.

My favourite drawn on the Coupé have got to be the 'ASTRONAUT' and 'KING TUT' pictures. King Tut is superb and the astronaut is out of this world.

The only way I can sum up the Coupé, Flash, King Tut and the Astronaut picture is by saying 'the Coupé has landed and is here to stay'.

James Taylor, Biggleswade.

GAMEMAKER

Dear Lloyd

I have read **CRASH** for ages now and I wonder if you can answer me one question:

On the latest mega Powertape there is a brill, triff, mega cool 3D game called *Stars and Stripes*.

On the info it says it was created using *3D Gamemaker*.

Could you tell me who makes it (which company?), how much it is and where I can get it from.

Mark McCormack, Huddersfield

***3D Gamemaker* is available from CRL — details on 01 533 2981**
LM

Well — there you go. They like it! If you get hold of a SAM lets hear your views. The address as always is LLOYD MANGRAM'S FORUM, LIVE CIRCUIT, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB. And remember — there's £40 of software for the best letter every month!

HI-FIRE!

Gotta high score? We want to know about it! Yes! This is Hi-fire where you can announce your galactic domination to the entire Speccy universe. And what's more we'll be pulling a name from the hat each month and awarding a high-scoring hero £40 of software!! Yayyyy! So play mean and get yourself a high-score and send it, with a photo if possible, to: HI-FIRE, LIVE CIRCUIT, CRASH, PO Box 10, Ludlow Shropshire SY8 1DB. And remember, there's £40 of software to be won every month!!

THIS MONTH'S HIGH SCORING HEROES

AFTERBURNER
64,978,500! Ben Morgan, Newport, Gwent

CARRIER COMMAND
62185 & Completed! Kevin Edwards, Tranmere, Wirral.

CHASE HQ
22,822,539! Ross Taylor, Sauchie Clacks, Scotland.
13,686,994 & completed! David Cousins, Warton, Preston, Lancs.

CRAZY CARS
3,697,189! Mat North, Longresbury.

F-16 FALCON
3650! Ross Taylor, Sauchie Clacks, Scotland.

GHOULS 'N' GHOSTS
85,900 Andrew Platt, Stockport, Cheshire.

NEBULUS
26,500 Daniel Mattsson, Bornholm, Denmark

NEW ZEALAND STORY
15,753,950 Andrew Platt, Stockport, Cheshire.

OPERATION WOLF
482,247 (Completed) Daniel Mattsson, Bornholm, Denmark

POWERDRIFT
2,859,600! Andrew Platt, Stockport, Cheshire.

SUPER ROBIN HOOD
7,761,50 Lee Johnson, Barry, S Glamorgan

This month's winning high scorer is Daniel Mattsson from across the wraters in Denmark — £40 of software is heading your way!!

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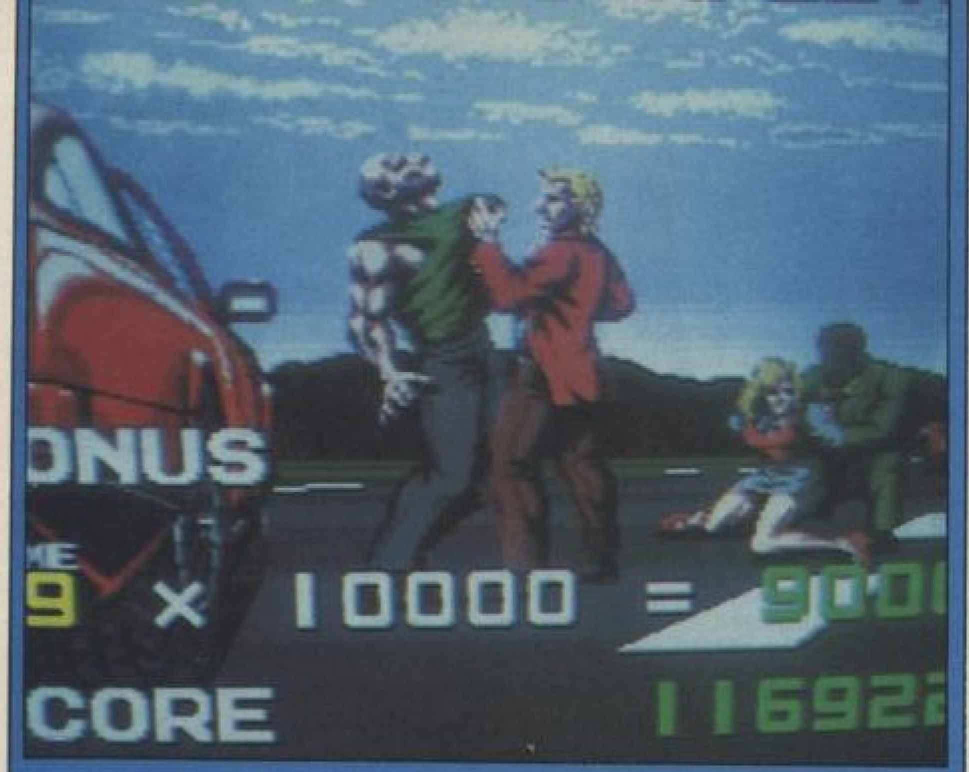
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OCEAN GO HQ II

Arcade news abounds this month with **Ocean** not only picking up *Shadow Warriors* but also **Data East**'s *Midnight Resistance* and **Taito**'s *Special Criminal Investigations* (*Chase HQ II*). In *Midnight Resistance* you play one of the two stubble jawed heroes fighting their way through an enemy fortress picking up increasingly powerful weapons along the way. *Special Criminal Investigations* needs no introduction to *Chase HQ* fans: Tony and Ray are back on the streets, but this time Ray can shoot at underworld members from the car — and more!! Next Christmas, here we come, no doubt...

JOYSTICK AVALANCHE!

Just for you 'orrible little monsters who mangle more joysticks than we in the CRASH office have had hot dinners, Spectravideo announce a new range of sticks for 1990. Quickjoy's are on the way and the plan is to release 15 sticks throughout the year, and with prices ranging between £10 and £40 there's something for everyone's pocket.

AXE FOR VIRGIN!

Virgin/Mastertronic recently revealed that they have picked up the licence for the Sega slash-'em-up Golden Axe. Set in a mythological land it's three brave heroes' quest to kill Death Adder who has kidnapped the King and his daughter. Our heroes have lost loved ones at his hands too, so this provides the perfect reason for hunting him down and killing him. Sounds hackingly novel...

WHO'S GOT WHAT UP THEIR SLEEVE, AND ALL THAT!!

Accolade don't unfortunately have any arcade conversions up their sleeves, but they do have the Spectrum versions of two great racing games: The Cycles and Grand Prix Circuit should be zooming past the finishing line soon! While Activision, determined to make a noise, announce another excellent Sega product: Sonic Boom! Boom indeed — you and the world's most advanced jet fighter defeat wave after wave of vertically scrolling enemy technology. And, hold the presses, yes, it would appear they've grabbed the licences for both R-Type II and Dragon Breed where you get to ride around on a dragon. A fiery feast indeed...

SORRY, MRS SCOGGINS

Oops, it's B-I-G cock—up time! History is indeed in the making: apparently the kind souls at System 3 thought their latest blockbuster Myth — History In The Making was such a toughie, they included a helpline number in the packaging. But due to a misprint a Mrs Scoggins in Bognor Regis has been pestered by an army of little monsters ringing up saying 'ere missus, 'ow do you kill the dragon (etc)'. Let's rescue her — here's the correct number 01-866-5692. And System 3 extend their most grovelling apologies...

WHOOOPS! CORKY CASWELL APOLOGISIS!

Cock-ups are rife this month: **Mark Caswell**, and by default **CRASH**, is responsible for quite a biggie! Last issue he/we claimed that *X-Out* from **Rainbow Arts** was written by **Probe**. WRONG!!! **Arc Developments** are the gents responsible. Corky is now dangling from the Ludlow gibbet (what's left of him).

CHEETAH SPOTS POSSIBLE SLUR

Last issue, reader **John Pallister** moaned about the lightgun he got with his Xmas **Speccy** — it was no good. **This was the Sinclair lightgun. Cheetah**, who produce the **Defender** lightgun, asked us to make it clear that their product is not bundled with any Spectrum, **and that their's works to a T** — their faulty return rate being less than **.0003**!!! That should knock the spots off anything, eh?

COMIX

It's Mark (Corky) Caswell with a look at two old favourites...

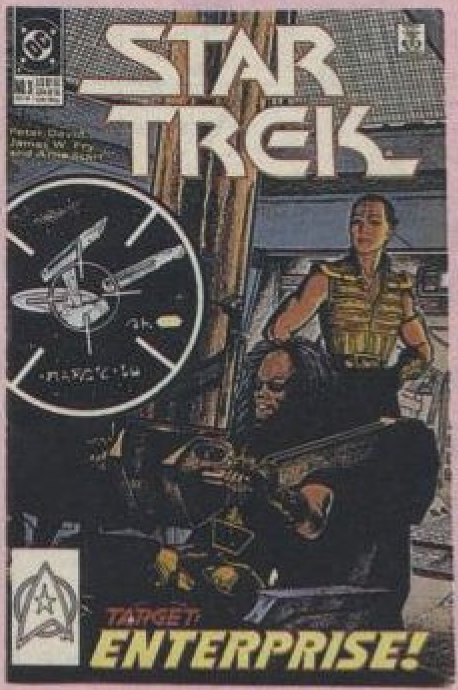
Star Trek
DC Comics 70p Monthly

After mentioning the *Next Generation* comic a couple of issues back, a new *Star Trek* publication has come to my notice: new, but charting the continuing voyages of the original crew.

The beautiful planet **Chronian III** may look peaceful, but it's taking all of **Kirk**'s skill to stop two warring factions annhilating each other. The Chronians aren't Kirk's only problem: a **Klingon Bird Of Prey** has just decloaked in front of the **Enterprise**. Onboard is Kirk's old enemy **Captain Klaa**, on a seemingly suicidal attack, concentrating all his shield power onto the front of his ship. Kirk's problem now is to find a way to attack from the rear. Rest assured that the crew of the Enterprise survive, but it will take all of their experience to do so.

Coloured, reasonable US style talk and action for aficionados.





Conan The Barbarian
Marvel 70p Monthly

The character created in the 30s by **Robert E Howard** has been given the **Stan 'The Man' Lee** treatment in this latest comic for true believers.

Conan meets up with **Rasu**, officer in the **Turanian** royal guard, with a tale to tell: a strange man called **Mustafa** upon becoming third-in-command of the army required undying loyalty from his officers. Rasu and friends refused, and now he's the only one left alive. But it seems he won't live to see the dawn — he and Conan are attacked by strange subterranean creatures......

Not as good as the early mono versions from the States. Colour is too insipid for the action muscleman.

Another dip into the comic scene next issue...

CLASSIFIEDS

WANTED

Desperately required info about Wafadrive upgrades or already upgraded unit to use on Multiface One. Tel: 0752 366939 after 6.30pm.

FOR SALE

Spectrum +2, boxed, £1100 of software inc. Untouchables, Robocop, Op Wolf + many more. All originals, £80 of mags + joystick. Worth £1300, sell for £420 ono. Contact Fraser, 16 Laide, Achnasheen, Ross-Shire IV22 2NB or phone (044582) 315. But hurry, offer cannot last long!

Spectrum 48+ with books, mags, joystick, interface, Wafadrive and over £500 of games. Worth over £700, will sell for £200 ono. Phone Ashley after 4pm on 644 0669 (North Cheam).

Spectrum 128K +2, original box, manual, joystick, mags and over £500 worth of games. Also 48K Spectrum available if required. All for just £250 ono. Phone 0548 7362 or 0548 531211.

For sale: BBC Micro model 'B' 32K memory (good condition) with owner's manual, Welcome tape, data recorder, over 50 games, joystick. Games include Green Beret, Yie-Ar-Kung-Fu, Wizadore, Music Quiz Game Couple, programming magazines. Bargain sale price £150. Please ring (01) 874-7663.

+3 Spectrum, Multiface, tape and disk software worth £460, tape lead, joystick, mags, box and manual. Excellent condition. Offers £250+. Phone Paul 0705 510742.

128K +2 and 48K, over 150 games inc. Turbo Outrun, Robocop, Last Crusade, Operation Wolf, Typhoon, Total Eclipse. loadsa mags. Worth £600, quick sale £230 ono. Phone Matthew (0707) 54605 after 4pm.

Spectrum +2 for sale. Excellent condition, includes Multiface 128 + interface & joystick, Infinite Life Finder, over 160 excellent games including Batman, Robocop, Operation Thunderbolt, many more. All worth £600+ sell for £180 - Call Garry 01-645 5994 (London).

Spectrum +2 for sale, two joysticks, interface, 40 full price latest games inc. Chase HQ, Op Wolf, Batman, Indy, 40 budget games and magazines. All boxed and in excellent condition. Worth £650 will sell for £250 ovno. Tel: 0553 673629 Kings Lynn.

100's worth of software for sale. All in good condition, all at low prices. For your list send an SAE to: K. Jarman, 18 Poplar Close, Biggleswade, Beds. SG18 0EW. Oh yes, they are all original as well!!

Atari 2600 games console with 1 joystick, 2 paddles, 2 driving paddles and 24 games. Bargain at £40 ono. Phone (0786) 78842 or write to Darren McBride, 19 Ewing Court, Broomridge, Stirling, Scotland.

Spectrum games for sale!! Most £5 or under!! Send SAE for list to: Nik, 7 Oxford, Great Field, Grahame Park Estate, London NW9 5TR. Please be quick because there's only one of each game.

Spectrum 128K +2. Boxed, perfect condition, under one year old. Loads of games including Gauntlet II, 720', Ghostbusters, Rolling Thunder, Outrun, California Games. £90 ono. Phone Dan or Richard, evenings 6pm to 8pm on (01) 272 0786.

USER GROUPS

Utilities, graphics, programming, info. Get "OUTLET!" (monthly since 1987!) on +3 disk, Disciple/+D, Opus, Microdrive, cassette. Latest issue £2.50 to newcomers! Ron Cavers, 605 Loughborough Road, Birstall, Leicester LE4 4NJ.

FANZINES

ROCK SOFT presents Operation Thunderbolt £7.50, Cybernoid Two £3.50, Turbo Outrun £7.50, Savage £4.50 plus many more chart toppers. These are not copies. SAE to Rock Soft, The Rock, Code Street, Heathfield, Sussex TN21 8RE.

MISCELLANEOUS

Into the '90's with Vinsoft: "KNOCKOUT" - boxing strategy/simulation, great fun- £2.99! "G.P RIDERS" - fast, tense strategy - £3.99! "SPI-DROID" - breathtaking "Spindizzy" clone - £3.50! Any 2 - deduct £1 from total! All 3 - £7.99 inc. 1st class P+P!! SAE for details: V. Vity, Dept. CR.74, 1 Willow Gr, Bare, Morecambe, Lancs. LA4 6JJ.

MEGAPRIX mega offer: join Britains best PBM motor racing game for £1.50. Includes start-up, rules + 2 turns. 30 teams, 65 drivers, 16 real Grand Prix tracks. Dare you miss out further? Turns 50p. More details? SAE M. Sims, 76 Mount Road, Canterbury, Kent CT1 1YF.

STAR TREK - thee computer game. Take command of the £Starship Enterprise in deadly battles agaainst the Klingons. Use your phasers and photon torpedos to protect your starbases from Klingon attack. Only £2.99: S.J. HHowlett, 58 Beacons View Road, Clase, Swaansea SA6 7HU.

PROGRAM DESIGN SERVICE. Spectrum programs written to your requirements. High quality. Fast! efficient service. Please send for more information to: Philip Downey, Fairbankks, School Lane, Great Leighs, Chelmsford, Essex CM3 1NL.

FAIRLY DIFFICULT MISSION, £4.50. This 4 part adventure with full colour graphics is available from Fantasy Software, 43 Russell Road, Gravesend, Kent DA12 2RT. (Programmers required - contact us now!)

PONTOON/HIGHER LOWER, for those who like a more simple game. No fancy sound effects! No fancy graphics! But extremely addictive! £1.99 (£3.99 +3 disk). Send cheques/P.O's etc. to R. Johnson, 43 Russell Road, Gravesend, Kent DA12 2RT.

A FISTFUL OF BLOOD CAPSULES, £4.50. This hilarious 3 part adventure, with you playing the sheriff of Bodge City, Mr Quiet Slurp, is available from Fantasy Software, 43 Russell Road, Gravesend, Kent DA12 2RT.

FORGOTTEN ISLAND, Fantasy Software's very first graphic adventure. Can you escape from this evil island or perish! Only £1.99. Fantasy Software, 43 Russell Road, Gravesend, Kent DA12 2RT...Excellent value for money! C.C.C.

DEATHDROID, the ultimate strategy challenge. 240 fully graphical locations, hostile droids and combat, crazy teleporters and more. All this for only £2.99, cheques etc. payable to Mark Schutz, 24 Alexander Avenue, Enderby, Leicester LE9 5NA.

Football PBM England and Scotland, £1.10 fortnight four cups. Make up your own teams and players. Cash prizes, transfers, 1-10 skill ratings. Send a SAE to P. Craig, 15 Maxwell St, Girvan, Ayrshire, Scotland KA26 9EJ.

Over 1400 Multiface pokes for the Spectrum in alphabetical order on 7 sheets of A4 paper. Send SAE and postal orders or cheque for £3 to: R. Bryant, 38 Pye Street, Faringdon, Oxon SN7 7AS.

PENALTY: Quoted as "an original soccer game - the first for years". Includes free game. Buy now £2.99 from Pacific Software, 83 Stuart Road, Walton, Liverpool L4 5QT.

Speech Sampler £3.49! The Hack Pack (Hack and crack any protection, on any programs), £7.99. Drum Beat Machine £3.99, 2D Character Fonts £3.99. Turbo Load/Save £3.99. Message Scroller £2.99. 84 Games Cheat Pokes £2.99. Interrupt Sound Effects £3.99. Lots more available! Send 20p stamp & address for full catalogue (please add 50p P+P, unless ordering more than one program). Sigmasoft, 8 Pine Dale, Rainford, Merseyside WA11 8DP.

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Fill in the form below and enclose with your £4.50 payment, cheque or postal order made payable to **NEWSFIELD LIMITED**. Photocopies of the form are acceptable

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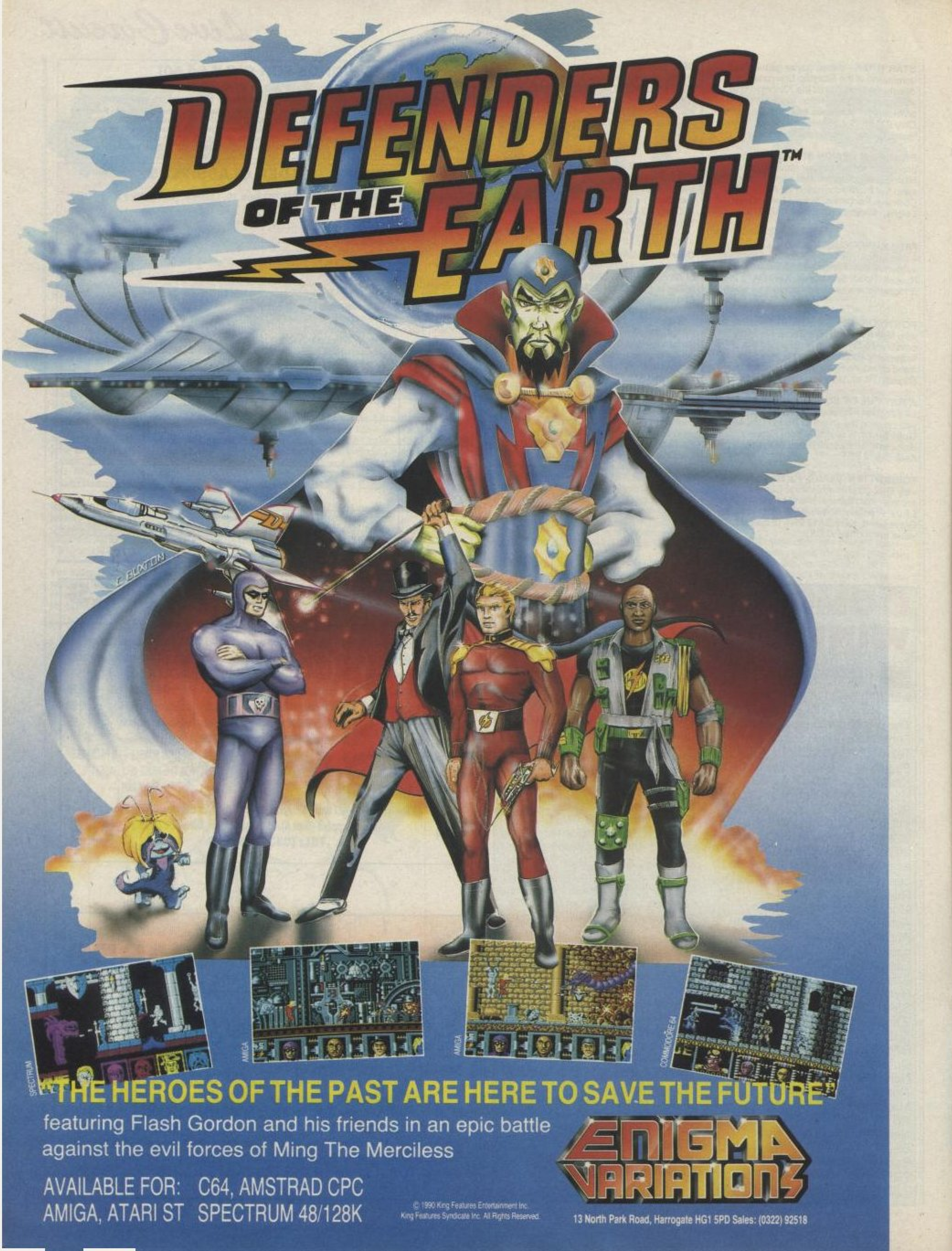
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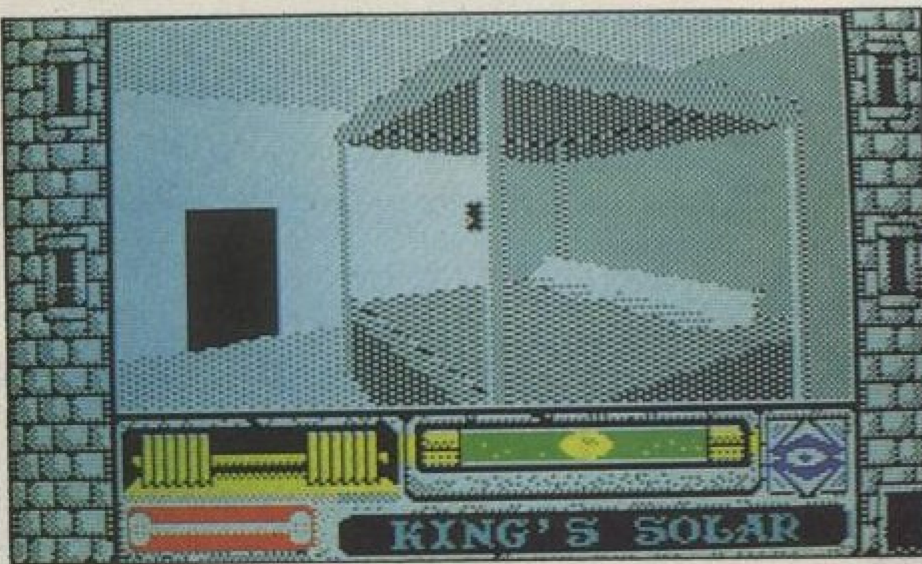
COMPO WINNERS

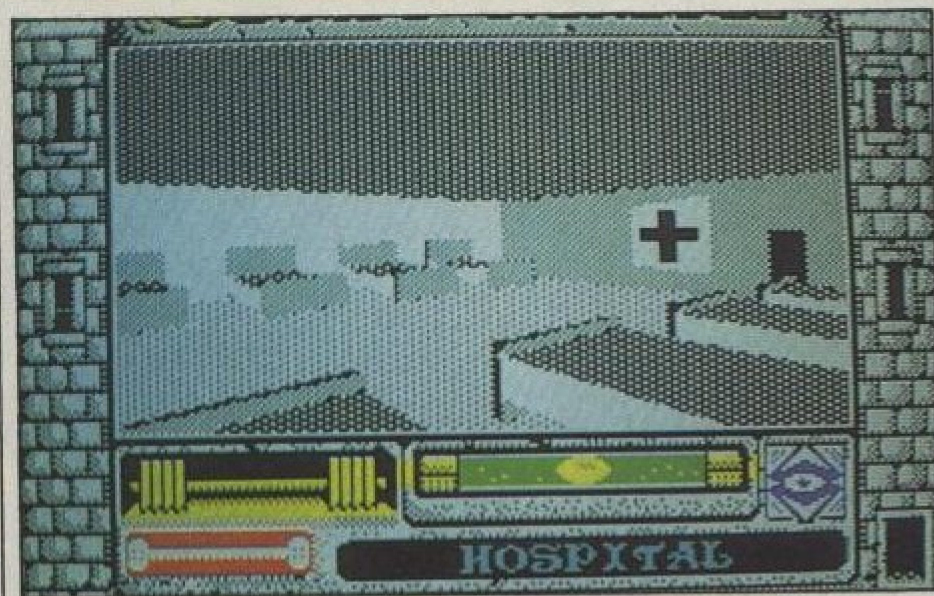
More winners pulled from the sack. Lets kick off this month with the result of the Domark's Hard Drivin' Telly Ad Compo. The winner who receives a Ferguson 14inch colour Television and a 20-track CD Player is..(rustle, rustle) Robert Kingston, Camberley GU17 7JA. Happy viewing and listening Rob!

The other compo was the US Gold Go Bonkers Compo and there are 50— 50!! — winners who each receive a Goody Bag containing BlackTiger, Turbo Out Run, Ghouls 'n' Ghosts, Moonwalker, Winners!, Epyx Action, Strider and Indy - The Action Game all on Spectrum cassette. Jason Smallwood, Leeds LS15 0LS; Chris Archibald,Carlisle CA2 7XH; Ryan Craig, Larne BT40 2BE; Stephen Shears, Bristol BS4 2JF; Paul Baggs, Newport NP9 5HE; Michael Sheldon,Streetly B74 3EE; Bran McConnell, Dundee DD5 4SD; Nicholas Northall, Sheffield SH3 9HF; Andrew King Bristol BS17 5HB; Matthew Noth, Congresbury BS19 5AN; Louise Davidson, NewcastleNE5 1SR; Robert Davey, KentTN12 6BB; Mark Budd, Suttor-in-Ashfield NG17 2GF; John Miller, Beccles NR34 7JQ; Mark Srange, Battle TN33 9QE; Nathan Spong, Loughborough LE11 3PQ; D Thornton, London SW12 0AA; Mr Pietroni, Essex IG9 5SH; Nick Brice, Maidstone ME16 0EG; Andrew Steele, Bury BL9 6HT; LauraWoodward, Bristol BS19 2TP; David Aitken, Glasgow G66 3BS; Robert McNeice, Lisburn BT28 2NT; Lee Hill, Essex RM9 6TB; Richard Marsden, Preston PR2 4SB; I Lawrence, Barnsley S75 4EF; Nathan Portman, Dudley DY2 9HY; W Burton, Kent BR2 0EX; Andrew Laggan, Cramlington NE23 7AG; Stephen Watkins, Corwen LL21 9DH; R Wilkinson, Accrington BB5 2JF; J Babb, Blue Anchor TA24 6LA; Dominic Hall, London W11 4PY; P C Hines, West Drayton UB7 7UQ; Jason Parry, Portsmouth PO8 8UR; Michael Wigmore, Morpeth NE657AJ; Neil Currie, Clydebank G81 2PG; Clare Jones, London W5 2SJ; Ewan Gardiner, Ellon Aberdeenshire; Adrian Malone, Wallsend NE28 9JR; Daniel Ashehden, Romford RM6 6DT; Jon Worby, Solihull B911QF; Peter Mattravers, Stoke-Sub-Hamdon TA14 6PS; Anthony John, London N17 8JU; Simons Ponsford, Corsham SN13 9UU; T Wild, Lincoln LN3 4AF; Richard Thomas, Bwuy Port Dyfed; Brian Hughes,Broxburn EH52 5HX; Roddy Couttery, Bridgnorth WV16 5JT; Anthony Underwood, Bolton BL6 6DS.


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Springis nigh, and software houses are startirg to think of Easter and their fabbo line-ups for your delectation during the hols. Some little shoots are poking out of the grund already...





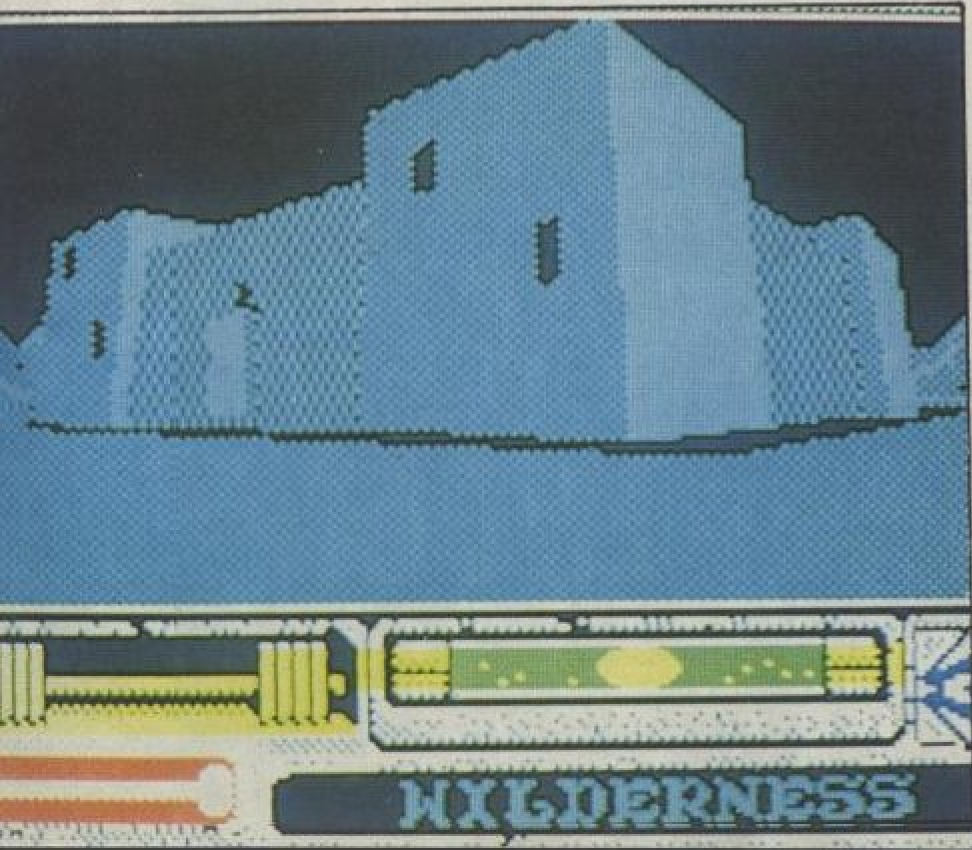
SPOOKY GOINGS ON AT CASTLE DOMARK!

Dark and brooding in a desolate landscape, the massive **Castle Eternity** is shunned by all. It was built 400 years ago by the Normans on the burial mound of**Magister**, Lord of the Old Time and Master of the Black Arts. And woe, it seems the evil of Magister lives on because all those who shelter within its dingy walls are doomed to become spirits.

Good, eh? So starts **Domark**'s up and coming release *Castle Master*, produced by Freescape 3-D designers **Incentive. The graphics and basic gameplay strongly resemble Incetive**'s previous hits *Driller* and *Total Eclipse*, and this one promises to be just as absorbing!

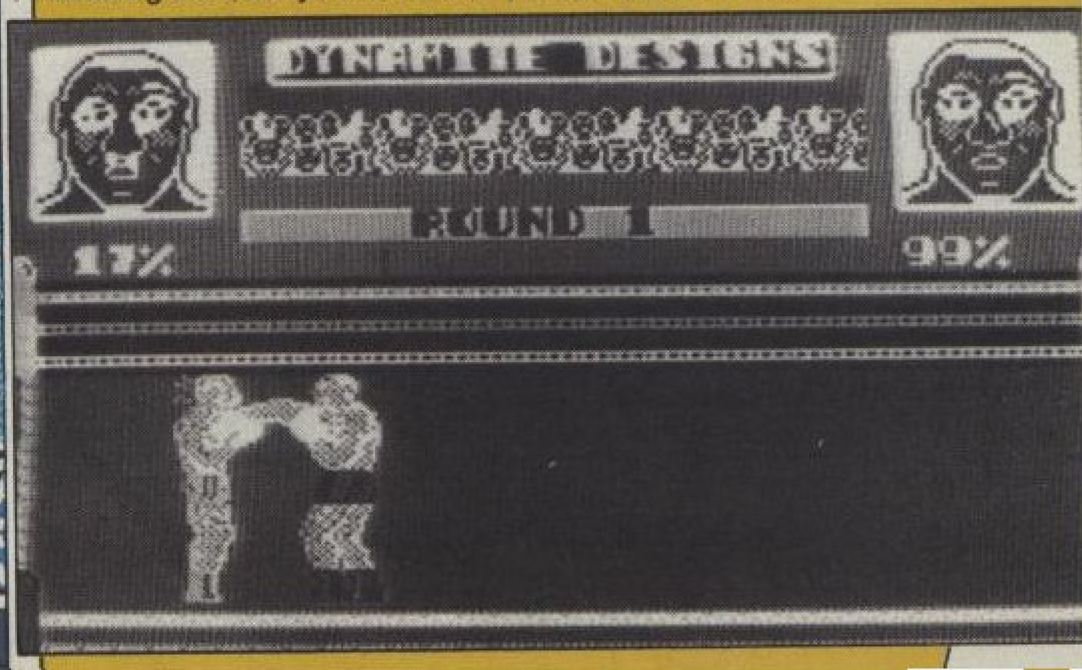
You will have a choice between being the male or female half of a pair of twins, separated by misfortune. A year ago your twin disappeared, and while desperately hunting for her/his whereabouts you stumble over some old books where you discover the curse of Magister.

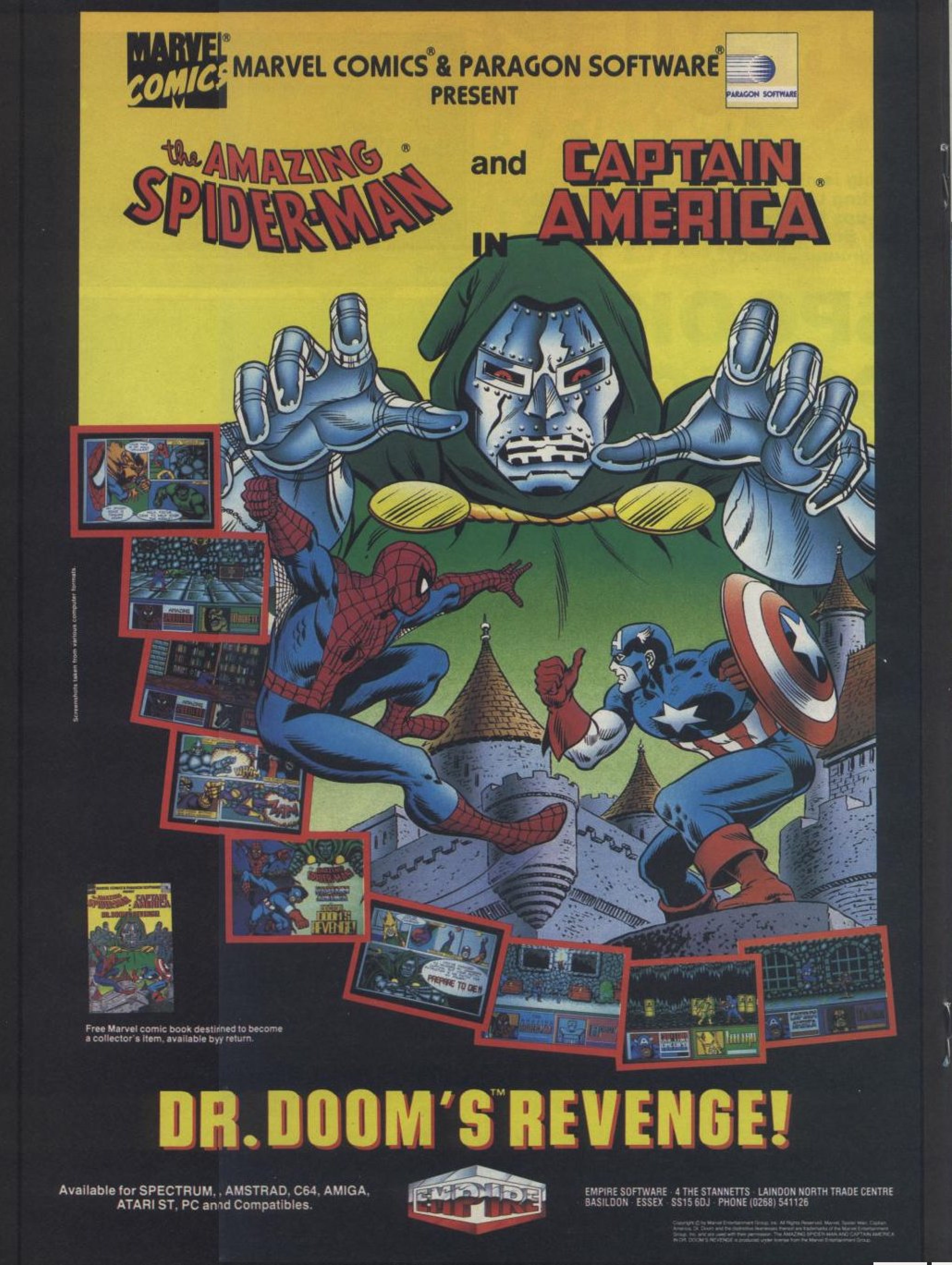
Filled with foreboding and armed only with a slingshot you decide to enter the spooky castle to hopefully rescue your kin and perhaps more importantly free the spirits from their curse. But in the lightning streaked twilight of the castle not only spirits try to stop you. Rats, bats and various other unspeakable creatures attack you without mercy. Will you survive, or will you join the other doomed spirits...find out in in April when you enter *Castle Master*'s box of evil!



BOXING CLEVER

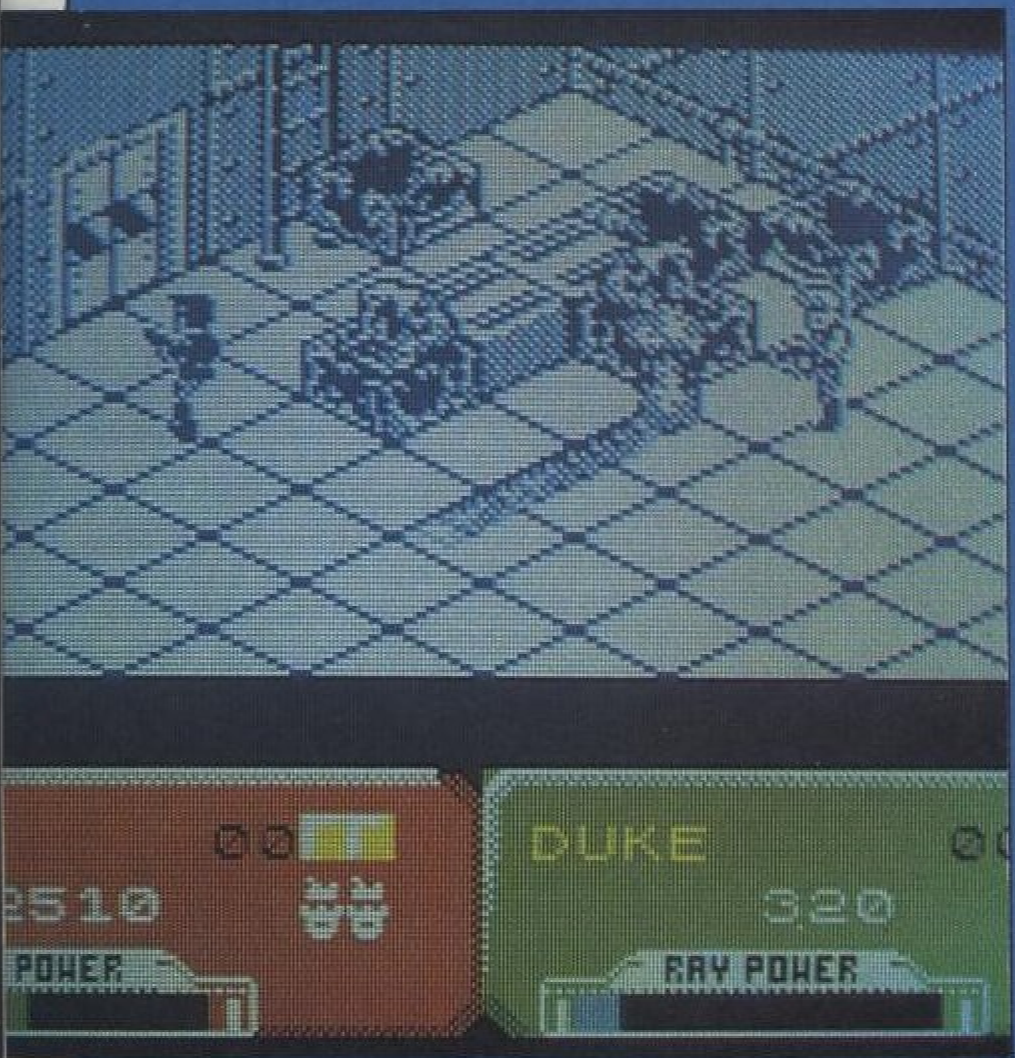
Thump! Wassat? *It's Out For The Count* — the knockout game which heralds the arrival of a new budget label called **Dynamite Designs**. *Out For The Count* takes you into the boxing ring to face a load of vicious moves including Jabs, Body Jabs, Hooks, Uppercuts and more! Fight through the rounds amassing as few cuts and bruises as possible, and at the end of a round, call in your corner men to clear up the mess! Get counted out 'round about now. The cost to you? A bruisin' £2.99. Thwack!





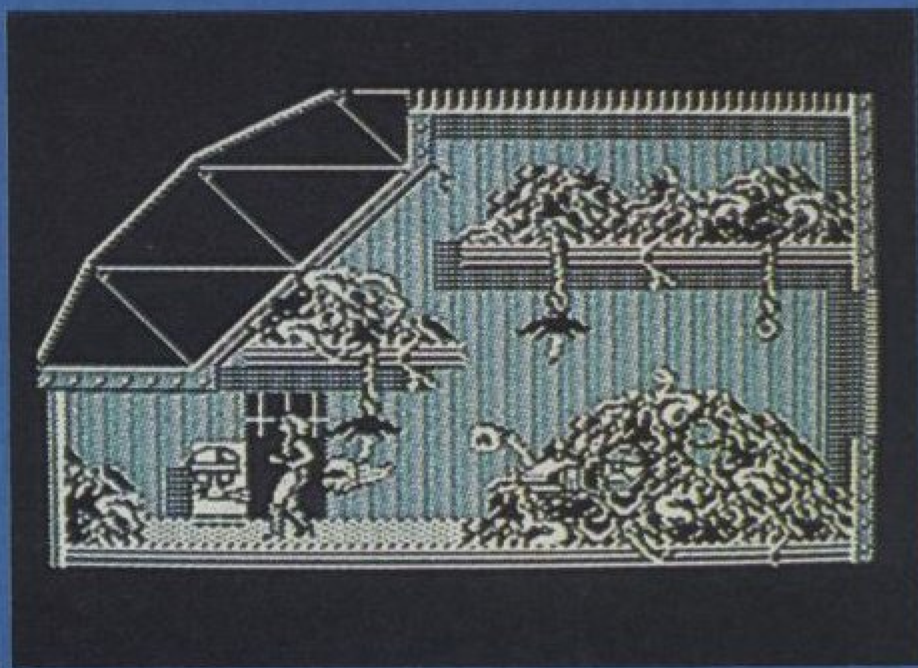
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ROBOT MONSTERS, TILES & BINS



More shots from the nearly complete game with a title the size of a bindworm, **Domark/Tengen**'s *Escape From The Planet Of The Robot Monsters*. Remember, this is where you (with or without a friend) play either Jake or Duke, the two tough guys sent to Planet X to sort out the villains of the piece: called Reptillons, they've forced the human population to build an army of robots with which to destroy the earth.

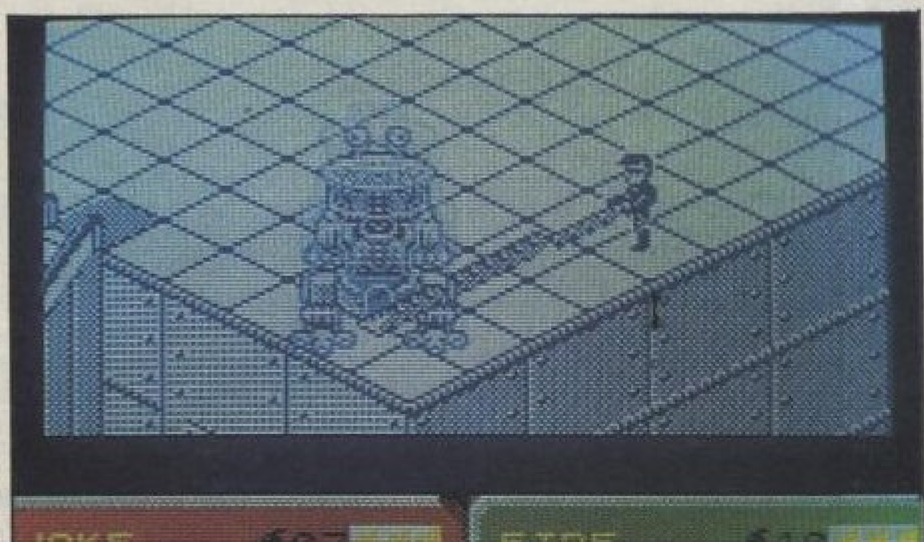
And more! *Klax* we are reliably informed, is an arcade/puzzle game where coloured tiles must be caught in bins and set in lines of three of the same colour. The game seems easier to play than to explain (we hope), so feast your beady eyes on the pic and wait for the real thing soon.



HOLY HOLOGRAMS!!

Fancy a bit of adventure in the future? Well, *Hammerfist* from **Activision** looks promising: Apparently in the dim and distant future Earth's two largest cities will be controlled by Holograms. These are in turn controlled by **Metro-Holographix**, a huge corporate body that is in for a big surprise. The two heroes of *Hammerfist* are a more than a little peeved because they've accidently been fused together, and only the destruction of Metro-Holographix will separate them — you wonder why they should want, this when one of 'em is a macho brute and the other a cute Kylie look-alike (fusion sounds like just the ticket).

You'll take control of Hammerfist with his cybernetic arm which incorporates three weapons, and Metalisis whose high kicking abilities make her one of the most feared warriors, as they battle mutated creatures while switching from one persona to the other to reach their goal. Watch out for a review next issue!





And that's your load of budding crocuses for this month! More gardening action next CRASH...

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BACK ISSUES

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66 Four fat games! Quondam (Ocean)! One Man And His Droid (Mastertronic)! Robot Messiah (Alphabatium)! Whole New Ball Game (Pete Cooke)! INSIDE: Fab Batman poster! Licence To Kill checked out! Batman story! Plus heaps of tips!

67 Four fascinating games on tape! Metabolis (Gremlin)! Nonterraqueous (Mastertronic)! Mountains Of Ket (Incentive) Ultimate Warrior (Powertape)! Plus a Maze Mania playable demo! INSIDE: Magnum Force — what's the new light-gun like? Special Dizzy map!

68 Four freaky games! Rockman (Mastertronic)! Temple of Vran (Incentive)! SuperSleuth (Gremlin)! Sceptre Of Bagdad (Atlantis)! INSIDE: Tusker's hunt for the Elephant's Graveyard! Tips and a Rick Dangerous Map special!!

69 Four flippy games on tape!! Super Soccer (Ocean), Zanthrax (Powertape), Delta Wing (Mastertronic), The Final Mission (Incentive)!! INSIDE: System 3's new duo! The Defender Light Gun explored! Plus all the action and heaps of tips!

70 Four fun games on tape! Pogo (Ocean)! Sam Stoat (Gremlin)! Chiller (Mastertronic), Action Farce II (Powertape)! INSIDE: Arcade action! Comix! Football poster! More Rick Dangerous mapped!

71 Six smashing games on tape! Cosmic Wartoad (Ocean)! Super Stuntman (CodeMasters)! Incredible Shrinking Fireman (Mastertronic)! Locomotion (Mastertronic)! Deja Vu (Powertape)! HyperLane (PowerTape)! INSIDE: CD on the Speccy preview interview! Mel Croucher checks out the SAM Coupe and tells us about writing a manual! Tips, Jetman and loads more!!

72 Five fantastic games on tape!! Spit Personalities (Domark)! Dizzy II Special CRASH Edition (CodeMasters)! Winter Wonderland (Incentive)! Action Biker (Mastertronic)! Stars & Stripes (PowerTape)! INSIDE: Bo Jangeborg interview! Dizzy — are the Oliver Twins completely potty?! Plus tips, reviews and loads more!

73 Four fab games on tape!! Eskimo Eddie (Ocean)! Apache Gold (Incentive)! Jason's Gem (Mastertronic)! Egghead (Powertape)! Plus Pokemania! INSIDE: Speccy CD system tested! Arcades! All the games and action in Live Circuit!!

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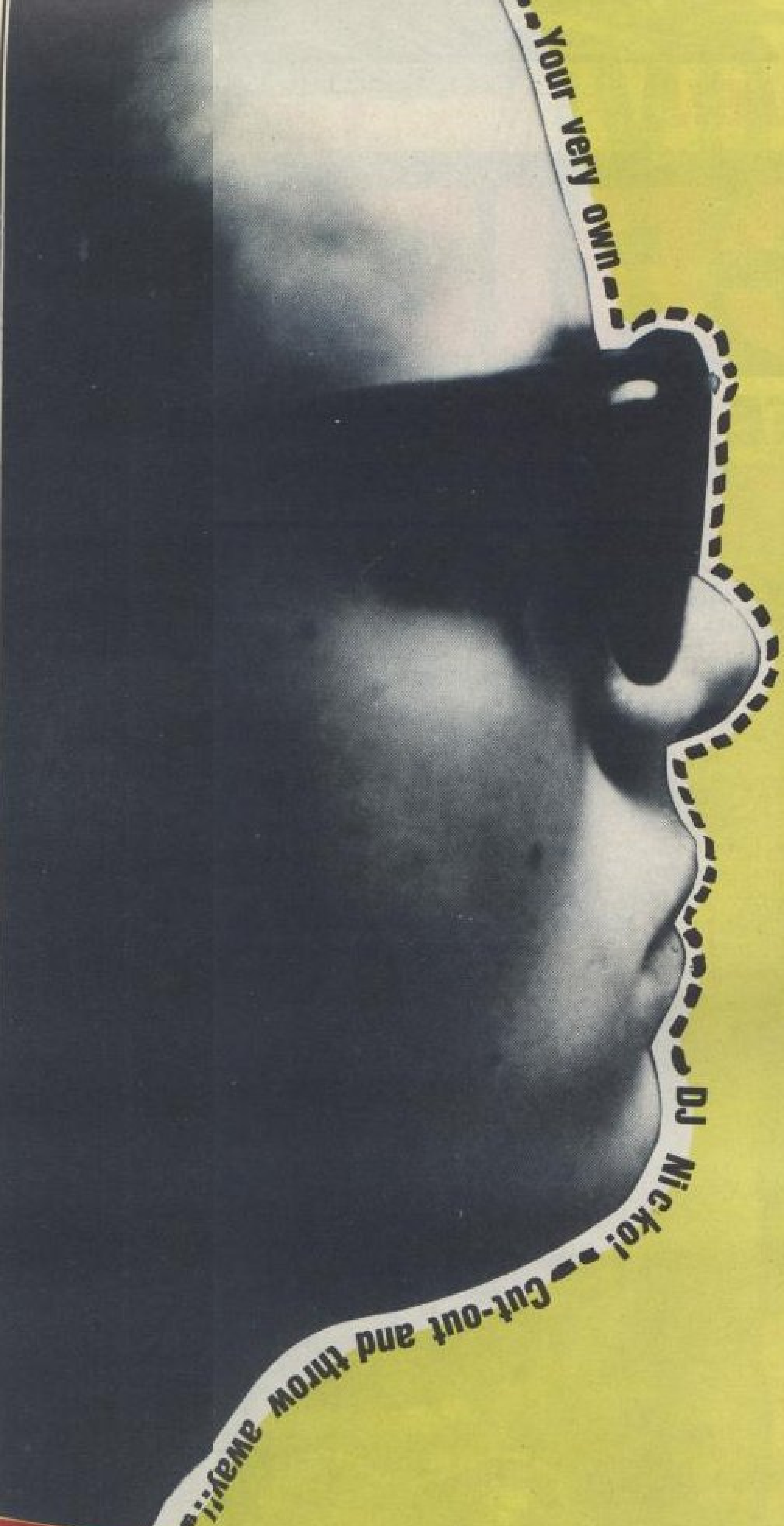
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Nick's PLAYING TIPS

Hiya gang! (Oh, that's a bit 'Russell Grant' isn't it, I'd better not say that again). Have you recovered yet then? From Valentines Day, yuk, yuk, knowwarrimean? Cor, what a fun packed time of the year, saynomore, saynomore! What with a bag full of goodies the size of mine (oo-er Missus, Sid James couldn't do better!), packed full of maps and tips galore I'm hard pushed to get any sleep at all – let alone test them all, but I've done my best.

If you recently bought the eggy game (phew!) Fantasy World Dizzy you're in for a real treat this issue: there are more tips on this brill game than you've had hot dinners. Besides Dizzy III there's also some stuff on Myth, Chase HQ – and of course the old favourite, Cheat Mode Motel. A special too this month for all you cheapskates – no I don't really mean it: budget re-releases are some of the best games around, and there's lots of tips on some of the recent ones stashed here somewhere!

So off you go and have fun, and don't forget the bacofoil!!

RE-RELEASE RESCUE!

There are loads of brilliant games coming out on budget labels like Encore and The Hit Squad these days, and all of you who didn't buy the games the first time round have been snapping them up. Consequently I've had piles of letters begging for tips on some of the more complicated ones. Here are some on just a few.

THE GREAT ESCAPE –Solution

Day One: Collect the key from under the watchtower and open the door where the tool kit is found. Drop the key on the floor and pick up the tool kit. Open the door where the spade is found. Collect the torch and the papers and take them to the room where the spade is and drop them down the tunnel. Return to normal duties.

Day Two: Open the red cross parcel and drop the contents onto the floor. Return to normal duties.

Day Three: Do the same as day two.

Day Four: The wire cutters should be in the red cross parcel. Take them to the room where the spade is and drop them down the tunnel. Return to normal duties.

Day Five: Open the red cross parcel and drop the chocolate on the floor. Return to normal duties.

Day Six: The compass should be in the red cross parcel. Take it to the room where the spade is and go down the tunnel. Pick up the torch and take the compass to the other end of the tunnel. Drop the compass and return for the wirecutters. Go back to where you dropped the compass and drop the torch. Pick up the compass and wait a few seconds. Now run up to the wire and cut it. Drop the compass outside, then return to the tunnel. Drop the wirecutters and pick up the torch. Now go and get the papers and take them to where you dropped the wirecutters. Drop the torch and pick up the cutters. Wait down the tunnel until next morning.

Day Seven: Wait until you hear the alarm for roll call. Now run up to the wire and cut it. Drop the cutters and pick up the compass – then run off-screen and you've escaped!

COBRA – Solution

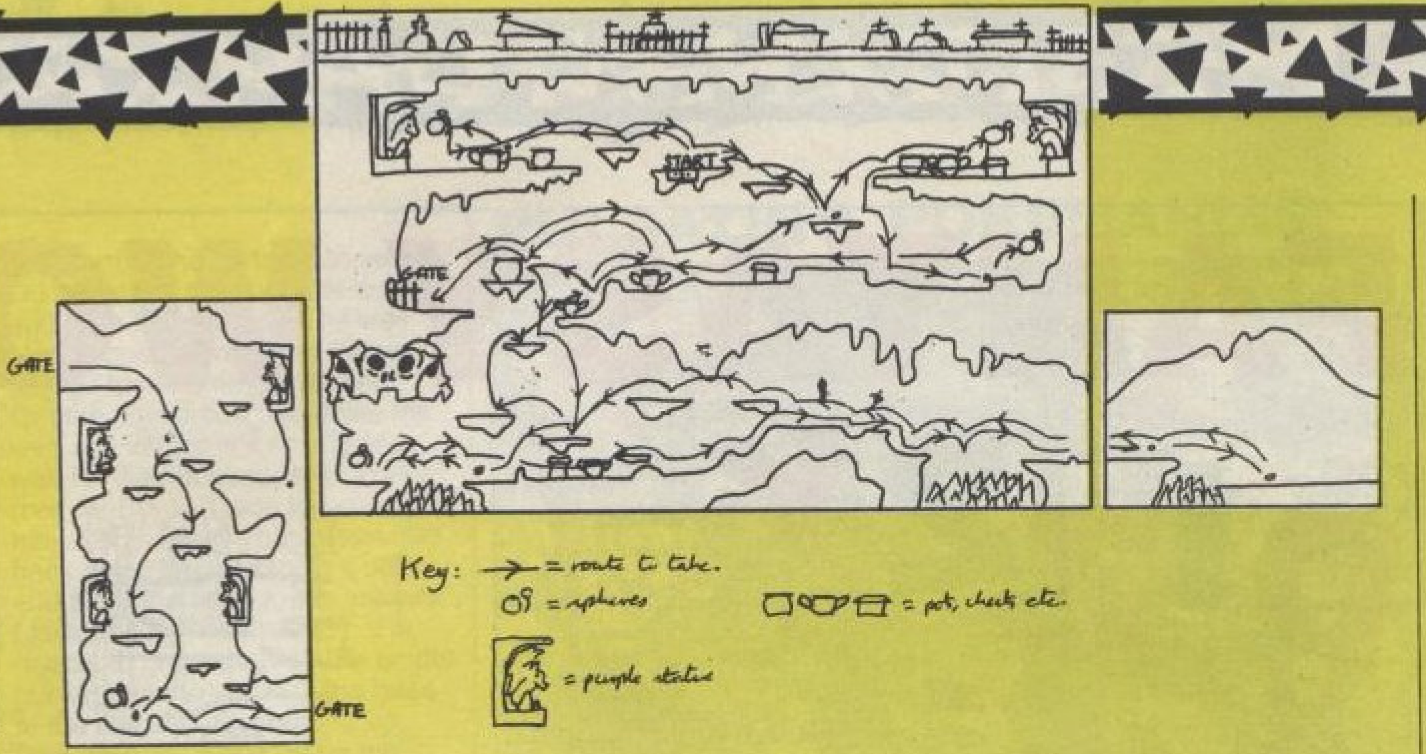
When on level three, leave the beefburger containing the invincibility pill until the siren starts to sound. Now, go up and get the pill, – and the night slasher enters, lobbing knives left, right and centre. Simply jump down to the ground level and crouch, and when he's near enough headbut him from that position. This works every time! The pill makes sure the knives don't hurt you, so you can concentrate on the Slasher.

There is a drawback to this, you must headbut him – allow him to walk through and he explodes – just like a normal baddie. But the game doesn't realise it's the Night Slasher and simply goes on until you pull the plug.



MYTH

Three headed dragons and evil skeletons watch out! Simon Morgan and Paul Sherwood **of Loughborough have sussed you out and sent in the solution and map to level one of the brilliant game Myth. Slice some flesh for me lads (yuk!).**



Basic Tips

1. Kick all pots and chests, collect the icons left behind.
2. Shoot hanging skeletons, if they move it means you've touched them – your energy will be diminished.
3. Shoot armed skeletons – collect ten of their skulls.

*PICTURES TO GO WITH THE FOLLOWING***

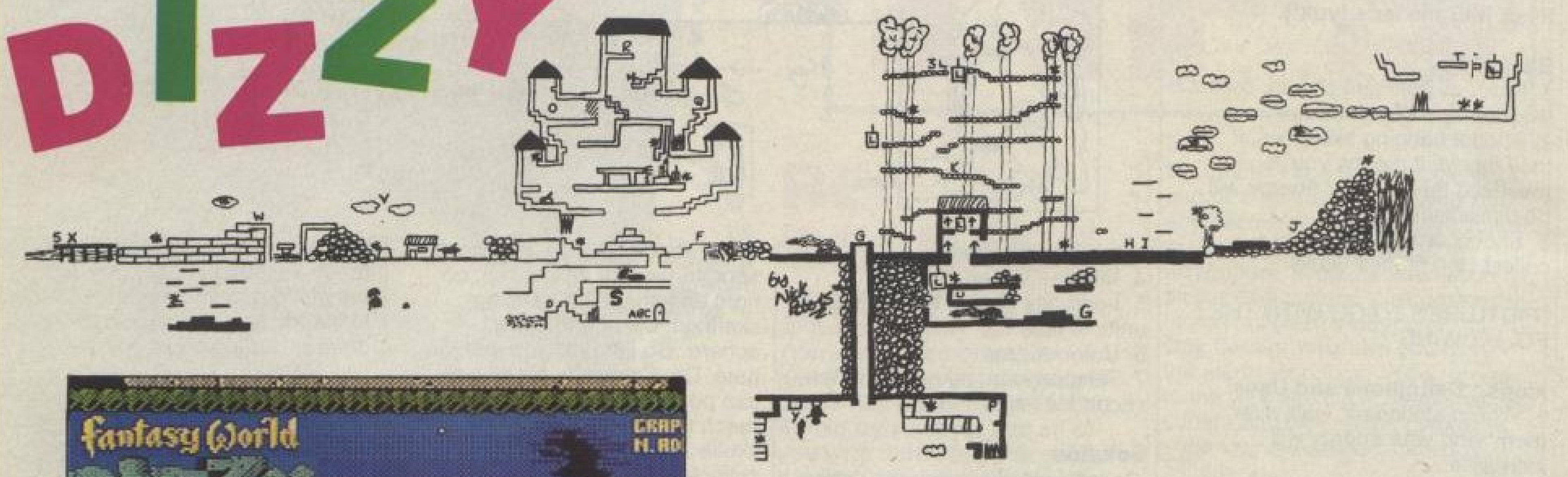
Icons, Definitions and Uses

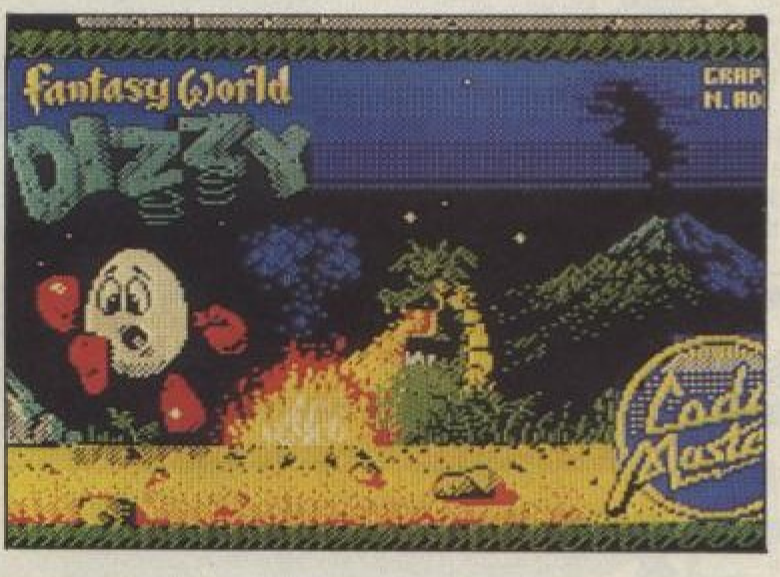
1. When stationary, walk over them and your energy will increase.
2. Throw ten of their skulls into the fire pit.
3. Their fireballs kill all types of skeleton, purple statues, and knock down spheres.
4. Kills the Green Dragon.
5. Immunity – each heart gives 20 units of time.
6. Unlocks gate.
7. Teleport icon, takes you to the second level.

Solution

Go left until you reach the sphere, shoot the statue, shoot and collect sphere. Go right until you reach the second purple statue, shoot statue, shoot and collect sphere. Go left, drop down, go right and shoot the hanging skeleton, shoot and collect sphere. Go left until you see the gate. Drop down as far as you can possibly go. Go left until you reach the fire pit. Throw in the ten skulls which you hopefully collected. Shoot the demon with the fire balls, jump onto platform, get trident. Jump across and shoot the sphere with fireballs and collect it. Go right until you reach the second pit, jump onto the platform, jump across, change to trident, go right, shoot green dragon. Jump across and collect key. Return to the gate, select key, walk through gate. Select immunity icon (heart) drop down until you find the sphere, shoot and collect. Walk right. Carry on going right and down until you find the teleport icon. Return to the start. Select teleport.

FANTASY WORLD DIZZY







Scrambled, boiled or fried you will enjoy the Dizzy games! Fantasy World Dizzy (or Dizzy III as we say in the biz) has got to be one of the best to come out of the CodeMasters stable. All you lucky people now have a brilliant map from a top cartographer, a list of what to do with all the objects courtesy of Simon Lasley **and the solution from** Anthony Evans **of Porthcawl. Cor!**

*****TEXT FOR DIZZY 3 MAP*****

Key:

1 - **Denzil**
2 - **Dylan**
3 - **Grand Dizzy**
4 - **Daisy**
5 - **Dozy**
* - **Gold Coin**
A - **Jug Of Water**
B - **Stale Bread**
C - **Apple**
D - **Boulder**
E - **Rope**
F - **Whiskey Bottle**
G - **A Bag**
H - **Pigmy Cow**
I - **Manure**
J - **Golden Key**
K - **Big Hole**
L - **Strong Crowbar**
M - **Pick Axe**
N - **Brass Door Knocker**
O - **An Empty Bucket**
P - **Shiny Gold Coin**
Q - **Key**
R - **Meaty Bone**
S - **Dragon's Egg**
T - **Switch For Daisy's Lift**
U - **Thick Rug**
V - **Heavy Egg**
W - **Golden Key**
X - **Sleeping Potion**
Y - **Single Bean**

Objects

Sleeping Potion – Drop by wide-eyed dragon.
Silver Keys – Use in lift control hut to start lifts.
Heavy Boulders – Drop in water at broken bridge.
Empty Bucket – Fill with water from the side of the volcano, grow the bean.
Meaty Bone – Give to Armorog to move him into the den.
Rope – Drop onto crocodiles nose to shut his mouth!
Single Bean – Drop into manure and water.
Bottle Of Whisky – If you try to 'put' this you will get drunk!
Jug Of Water – Put out fire on starting screen.
Stale Bread – Drop by rat and it will run away.
Pick Axe – Use in the deserted mines to reach rug.
Strong Crowbar – Use to open the trap door on the bottomless well.
Brass Door Knocker – Use to knock on the door in the tower.
A Hole – If you pick this up everything will fall out of your pockets.
A Bag – This will allow you to carry four items in one go.
Pigmy Cow – Give to the shop keeper.
A Heavy Dragon Egg – Place with other egg in the dragon's lair.
A Thick Rug – Throw over the spikes in Daisy's prison.

Useful Hints

★ Once you've given the dragon back his egg you can re-steal it and he wont mind!
★ If you kick Dozy's chair enough times he falls into the sea!
★ There's no need for the bean as the beanstalk can be grown just using the water and manure!

If you're a real cheat you can try this solution:
First of all give the apple to the troll and follow the instructions. Pick up the loaf on the table and leave the room. Pick up the boulder and jump up, right. Give the loaf to the rat and then go up. Drop the boulder at the bottom of the blue stairs. Go to the top left of the screen and up into the banquet hall. Jump onto the table. Get on the very edge of the left side of the table and jump left: you should now be on a ledge. Jump right and you should be top left of the banquet hall. Go up and climb the steps into the attic. Get the bone and go back down to the bottom of the steps. Go right but be careful of the pit with daggers in. Jump over the pit and get the key. Go back down to the great entrance and drop the key and the bone by the boulder. Go back up to the banquet hall and get the rope off Denzil.

On your way back to the great entrance flick the lever that opens

the portcullis. Go right past the great entrance to the snap-happy gator. He should snap three times and then pause and snap again. Jump right when he is snapping for the third time and you should land on his nose when his mouth is shut. Drop the rope and tie his mouth up. Pass him and pick up the boulder. Go right. You should now be faced with the wide-eyed dragon. When he breathes fire high, go under his head and past him. Jump up onto the bottomless well. Pick up the bag but don't drop the boulder. You should now be able to pick four things up at once. Go back to the great entrance.

At the great entrance pick up the boulder and the bone. Go under the portcullis but be careful, it snaps shut again. Go left into the Armarog's den and swap the bone for the boulder. The Armarog should go for the bone and you can then get past him. Now you have to get past the Dizzy Hawk. You do this by hiding behind the tree stump and waiting until the hawk is just past you. Then jump over the stump and leave the screen. Drop all three boulders unto the river and fall onto the piece of broken bridge. Jump to the other side and go through the fourway warehouse and down onto the pier. Be careful because there is a piece of broken wood on it. Jump over this and leave the screen. Get the sleeping potion off Dozy. Pick up the key by the broken bridge and go back to the great entrance. Pick up the key and go to the dragon. Wait until he breathes fire high and pass by his head. Drop the sleeping potion and the dragon should fall asleep. You can now pass him safely.

Keep going right until you come to the base of the volcano. Pick up the key and go back to the lift control hut. The keys you have should operate the bottom right, bottom left and top left machines. When you have turned them all on, climb into the tree house complex. Go past Denzil's pad and up the lift. Go right. Jump up, right and go right. Get the door knocker. Go left. Go up the lift and get the crowbar off Grand Dizzy. Go left, get the pick axe and return to the great entrance. Once back in the castle climb the staircase. On the bottom left hand side of the screen there's a door. It says to knock and enter. Use the door knocker. Get the empty bucket. You should now be carrying an empty bucket, a pick axe and a strong crowbar.

Return to the bottomless well. Go on one of the concrete sides and drop the crowbar. The well should open. Jump over the well and go to the smelly allotment. Get the pigmy cow. Go down the well and left (or is it right?) and wait for the shopkeeper to appear (cor, Mr Ben!). Trade the cow with him and he gives you a bean. Go back down the well (or is it up?) and plant the bean in the manure (Jack and the Beanstalk?). It is unable to grow, so drop the empty bucket into the water at the base of the volcano. It should fill up. Pick it up again and water the manure: a beanstalk will grow. Go back down the well, get to the right side and jump onto the barrel. Now jump onto the roof. Move across and jump onto the little stone platform and from there onto the ledge above the fire.

Drop down and get the key. Go back up by jumping onto a ledge from the table and jump onto the ledge above the fire then onto the little stone platform. Go back down the well and up the beanstalk by jumping onto the leaves. When you get to a bit where you cannot climb up the beanstalk anymore, jump right onto a cloud. Jump right and then straight up. Get onto the left of the cloud you're on at the moment and jump right not left. Jump right again and keep going right until you get to the cloud castle. Get the egg. Go all the way back to the lift control hut and switch on the last machine with the key you are carrying. Move down under the lift in the hut and down the other lift. Drop the egg by the side of the other egg and the dragon should let you pass. Go right. Jump up to the mound of rocks, just below the coin. Use the pick axe and go left. Get the rug and return to the cloud castle. Go right but be careful of the spikes. Stand by the spikes and drop the rug. The spikes should now be safe to walk across. Jump up and left and onto the first step. Jump up and right and stand on the lever. The lift with Daisy in it should come down. Go down and see her then prepare yourself for what she tells you!

Cheat!

What a game this Fantasy World Dizzy is, eh? It's even got its own cheat. What you do is go to the wide-eyed dragon screen and press ENTER for an inventory when he breathes fire. Now exit the menu and he will have stopped breathing the hot stuff.

PULSATING POKEMANIAS



It's Graham 'Turbo' Mason!

Another spiffing Pokemania this month courtesy of none other than Mr Graham Mason **himself (that's his mug somewhere around this piece!). The Pokemania program now has a rather brill multiface section that lists the POKEs you need to enter into your little black box. The controls are as usual Q-up, A-down, S-stop scroller, ENTER-select, M-Multiface. Have fun with this lot...**

Ghouls and Ghosts
Joe Blade 3
Dizzy 3
Snoball in Hell
Double Dragon 2
Ghouls and Ghosts (48K)
Ghouls and Ghosts (128K)
Speedboat Assassin

CHASE HQ

I've probably already printed tips on this game (my memory is getting bad these days), but I think these are slightly different. They've come from Jason Smallwood **of Leeds.**

1. Lo gear max. speed = 188mph.
   Hi gear max. speed = 294mph.
   TURBO max. speed = 419mph.
2. Change gear at 120-150mph.
3. The timing is designed so that you just catch up with the criminal with a few seconds to spare, so don't use your turbos unless you've crashed a few times.
4. When the villain has been sighted, overtake then pull in front of him: using this method more damage can be inflicted.
5. When travelling through tunnels, you can scrape the sides to avoid traffic if you keep accelerating.
6. Use the corners wisely if the criminal is at the opposite side of the road. Don't steer into him, swing across and voila! You're behind him.
7. Boulders, posts and other things strewn across the road don't affect your speed.
8. Use your gears to slow down for tight corners.
9. If a group of cars blocks your way, wait for a gap to open and slow down. It's quicker than crashing.

★ **Level 1** – The Idaho Slasher – white sports car, take right turn at fork.

Be careful when turning at the fork: the car needs to be slowed down to ensure it doesn't crash.

★**Level 2** – Carlos The New York Armed Robber – yellow sports car, left turn.

Be careful about the cacti and palm trees when apprehending Carlos.

★**Level 3** – A Gang Of Pushers – German sports car, left turn.

Careful when going through the city and under road supports.

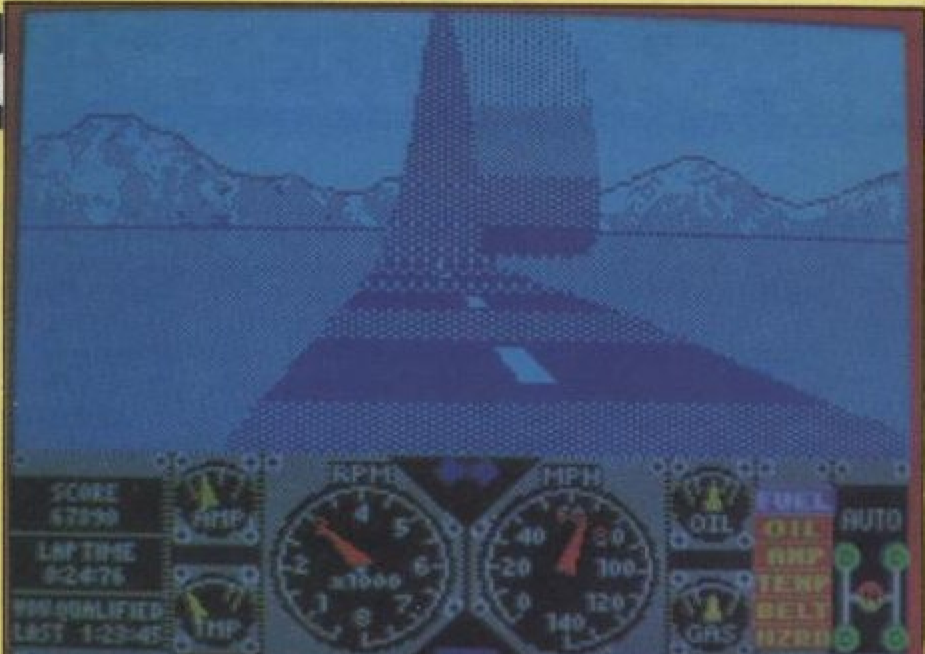
★ **Level 4** – The Los Angeles Kidnapper – blue two seater car, right turn.

Beware of the pillars, lamp posts and boulders.

★ **Level 5** – The Eastern Block Spy – unknown car (actually a Lamborghini Countach), rght turn.

Beware of narrow roads and road supports. The first tunnel is short, the second very lorg.

Get this far and you are treated to a magnificent graphic sequence – amazing!



HARD DRIVIN'

If you ever want to know what it's like on my driving lessons, all you have to do is get hold of a copy of Hard Drivin' and take the stunt course! Yes folks, I'm that good. But you can be better by following these tips from Jonathan Britton **of York.**

Approach the first jump, the broken bridge, at 40mph in gear one and level yourself up for the jump beforehand, even if this means stopping, lining up and taking a run up for it.

Now for the ultimate: the loop-the-loop. Approach slow, line up and hit the accelerator. At the same time, increase your gear to four. This will allow you to reach over 100mph. You should come away from this stunt in one piece this way! Beware though, a bridge comes up a few seconds after leaving the loop and you must return to 40mph to clear it.

You should now have extra time. To drive into the dip, slow off to around 40mph (if you haven't already done so), and the golden rule is to line yourself up properly. Now enter the dip and take no notice of the graphics (they go a bit weird!), instead watch the centering dial on the dashboard.

For the tilted road drive at just over 60mph and push the left key down hard. By keeping to the left you'll drive into the curve and shouldn't swing out and off the road altogether. Now cross the bridge by lining up beforehand watching the walls on either side of the road, after which you're home and dry!

Extra Tips

★The faster the car travels the easier it is to control.

★ Be light on the left and right keys, except when the corner is very sharp.

STUNT CAR RACER

Fancy a trip on a roller coaster, or feel like dicing with death over a deadly ramp? Then Stunt Car Racer is the game for you! I loved it. So did Jason Smallwood **because here are his tips on the game.**

1. Practice and familiarise yourself with the tracks in the division you're in.
2. Before starting study the diagrams well. You may notice an extra small jump or crevice you didn't notice before (eg. the second small jump on the little ramp track).
3. When you've been lifted onto the track, rev up your engine, then as soon as you're on the track use your turbos to accelerate.
4. Turning: Get used to a method of turning (smooth turning can be essential). Either use the inside or outside method of turning...

Turning

Inside Method: As soon as the bend takes effect steer into it. This is not very smooth but you're chances of falling off are slim.

Outside Method: Let the bend take effect, slow down slightly and turn into the outside of the bend. This is smoother but the danger of falling off is increased.

Middle Method: At speed and staying in the middle of the track is a bit rough so don't bother!

CHEAT MODE MOTEL

Cheats, cheats everywhere and not a drop to drink! Hold on, that doesn't make sense... never mind, I was short of ideas for an introduction! A bit short on the old cheat front recently as a matter of fact: come on programmers what are you playing at?

COUNT DUCKULA

Load up the game as normal with the Kempston interface plugged in. Switch auto fire on and choose B. You should start the game straight away. Quit the game with auto fire switched on, and it should say something like "G'day Madam. There is a whole lot of milk comin' in. Yibble. Yibble", and a picture of a bottle of banana milk should be displayed.

Press SPACE and you should be at the main menu. At the top it will say 'Revenge of the banana milk'. Start the game as before and you will be a bottle of banana milk. Now as long as you get one key you will have an infinite number. WEIRD!

(Occupant:Samuel Bird)

CHASE HQ

When you catch up with the big mean baddie try to overtake him then swerve into him, which should take off two damage points instead of one. This will save points and time.

(Occupant:Nicholas Atkinson)

SHANGAI WARRIORS

When your hits are low or in the red, fire some dynamite and walk into it. You will come back on with full hits or energy and won't loose a life.

(Occupant:Nicholas Atkinson, cor he's got two!)

SUPER SOCCER

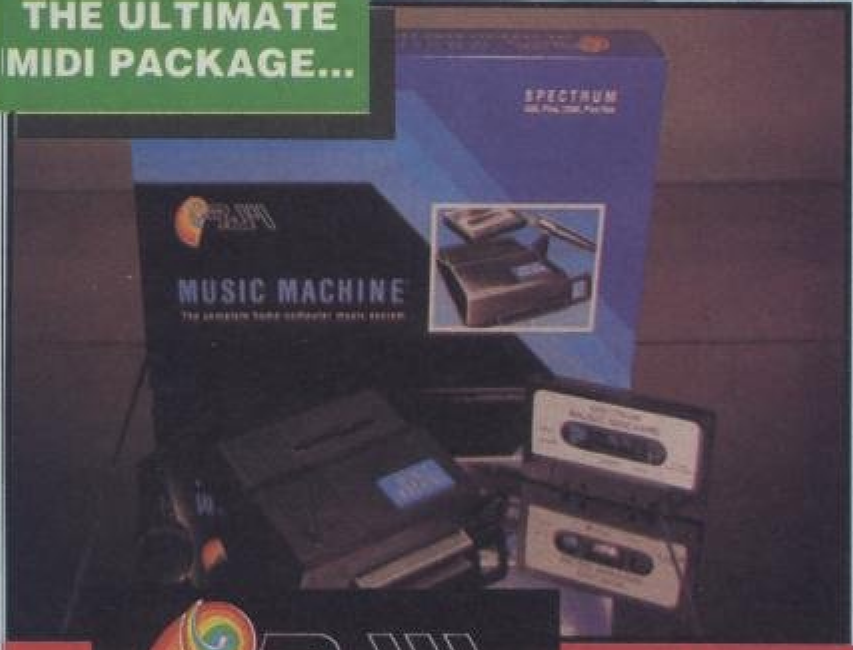
The game off the cover of Issue 69 has a cheat. Just press C, H, E, A and T together to advance to the next half of the game you are playing.

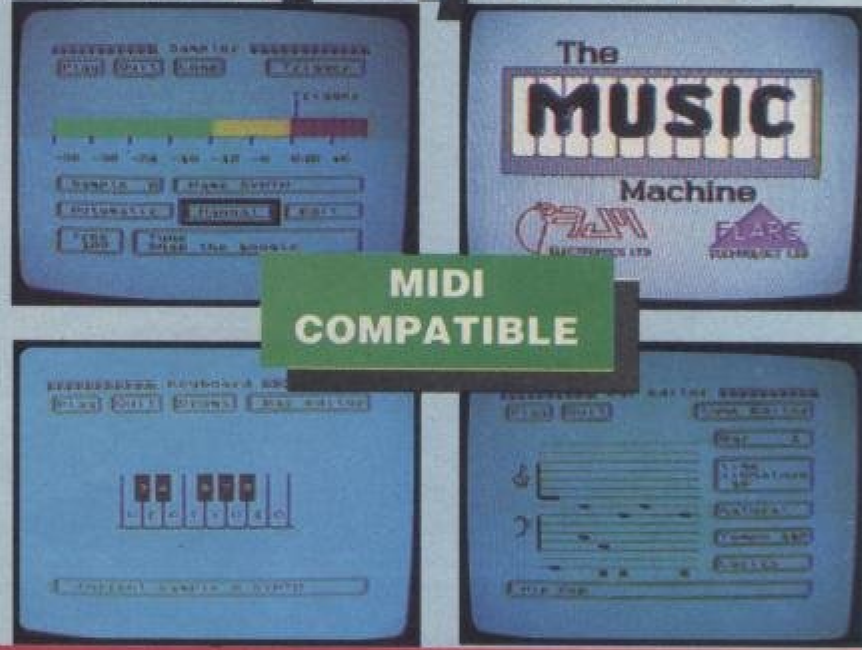
(Occupant: Huw Williams)

Another day, another dollar. Oo, hold on, I don't want to be paid in dollars, I can't use them in Boots can I (knowarrimean)? So we've come to the end of another sock snapping Playing Tips. I'm surprised I've made it actually, tips are running a bit short. It doesn't matter how rubbishy you think your stuff is – it could win you £40 of software! Send it in to the usual address... Nick 'blobs' Roberts, Playing Tips, CRASH, PO Box 10, LUDLOW, Shropshire, SY8 1DB.

DATEL ELECTRONICS

THE ULTIMATE MIDI PACKAGE...





RAM MUSIC MACHINE

THE RAM MUSIC MACHINE IS PROBABLY THE MOST EXCITING MUSIC ADD-ON AVAILABLE FOR ANY COMPUTER.

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- Various sampled sounds are provided to get you going.
- The Music Machine can be used as a drum machine - eight drum sounds are provided, but you can easily produce more of your own.
- The powerful software allows you to compose tunes from individual bars of music. You can edit on screen & Save/Load sounds, instruments & rhythms.
- It's a two voice music/sound synth.
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- Use a full size MIDI keyboard to play the Music Machine.
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- Compose your own backing into the chord sequencer.
- True MIDI output - connects to other MIDI instruments including Music Machine.
- Comes complete with Music Machine (see details above).
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THE BEST MUSIC PACKAGES FOR THE SPECTRUM - BAR NONE!!

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SPECIAL VALUE PACK



RAM TURBO + QuickShot II

VALUE PACK

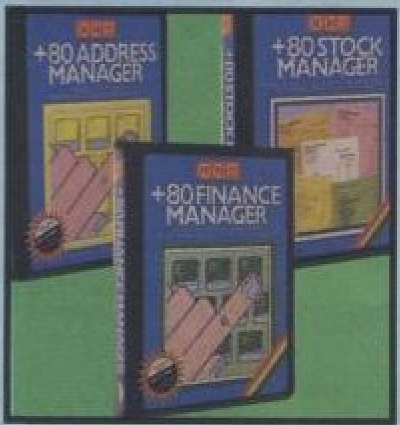
WITH FREE SUPERSPRINT GAME!!

- The Ram Turbo has long been recognised as the best joystick interface ever devised for the Spectrum. The Quickshot II has sold over 15 million world wide!! Put the two together & you have got the best combination possible - add a free copy of 'Supersprint' from Activision & you can't get a better deal!!
- The Ram Turbo is a dual port interface supporting all formats - Kempston, Cursor & Interface II.
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- The Quickshot II is a superbly styled joystick with trigger & top fire buttons for ease of use.
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(WHILE STOCKS LAST)

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OCP MICRO MANAGERS

ADDRESS MANAGER

- Store up to 350 names, addresses & phone numbers.
- Find just what you want easily - multi-indexing.
- Label printing routine - full screen editing.

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- A superb yet simple program that allows you to keep your finances in order.
- From household to small business this is your answer.

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- Ideal for the small business - up to 600 lines.
- Produce invoices, sales totals, pricelists, etc. easily with this simple to use program - stock management has never been so easy!

ALL THREE ONLY £14.99 (All Microdrive compatible)



OCP TOOLKITS

MASTER TOOLKIT

- Add a whole range of powerful new commands to the existing Spectrum Basic.
- Re-number, realtime clock, memory map, trace function, number conversion, program compression, etc.
- A real must for the programming beginner.

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- If you are writing Machine Code or just exploring your Spectrum then this is for you.
- Full Z80 instruction set supporter.
- Too many features to list.

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- The ultimate professional tutor/de-bugger
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- Works with most any program.
- Superbly styled case - fits snugly into your Spectrum.
- Accepts any 9 pin type joystick, including rapid fire models.

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SPECIAL OFFER!

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DUAL PORT JOYSTICK INTERFACE



- Full compatibility with Kempston & cursor.
- Two sockets to accept any 9 pin joysticks.
- Supports rapid fire models.
- Allows two player simultaneous control.

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SPECIAL OFFER!

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- Allows you to distance peripherals from your computer. 6" long.

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- Allows peripherals to be connected together (memory conflicts allowing).

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THE ULTIMATE PRINTER INTERFACE WITH BUILT-IN WORDPROCESSOR...NO SOFTWARE TAPES TO LOAD!!

- Works with most any fullsize Centronics printer.
- Huge range of printer driver options for maximum compatibility.
- Software on ROM - just power up & go!
- Even has built-in joystick interface (Kempston).
- Comes complete with printer cable - no more to buy.

PLUS A SUPERB WORD PROCESSOR...

- Not only are the printer drivers in ROM - the RamPrint even has a wordprocessor built-in!! Just power up & type.
- Full range of wordprocessor commands without the need to load anything.

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DATEL ELECTRONICS

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SPECIAL OFFER PACK!





Genius Mouse

COMPLETE WITH

OCP ART STUDIO™

ONLY £49.99

TOTAL PACKAGE INCLUDES MOUSE, INTERFACE, ART STUDIO, MOUSE MAT AND HOLDER

- **Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**
- **When combined with OCP Art Studio this graphics package is quite simply the best system available. The features are unmatched...**

- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.
- Pixel edit, font editor, flip, invert, rotate, solid or textured fill and professional manual make Art Studio simply the best graphics package.



FREE!

MOUSE MAT AND MOUSE HOLDER

(WORTH £12.99)

WITH EACH PACKAGE

ONLY WHILE STOCKS LAST



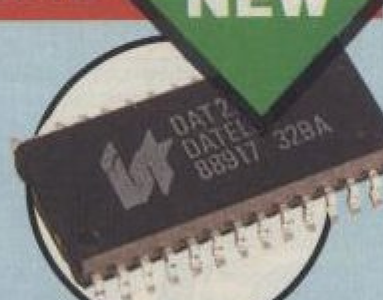
PLUS BUILT-IN JOYSTICK INTERFACE

- The Genius Mouse system even comes with a built-in joystick interface - so there's no need to unplug it when you want to play games.
- Accepts any standard 9 pin joystick including rapid fire models.
- Works on IN31 (Kempston) system.

WITH CUSTOM MOUSE IC

NEW

- The Genius Mouse/Joystick Interafce features a custom made I.C. specifically designed to give the supersmooth operation needed for graphics use.
- By utilizing the latest chip technology it has been possible to produce a combined mouse and joystick interface that is half the size of the older type units.
- No other system can offer this power at this incredible price!!



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C.T.W.
"PICK OF THE WEEK"

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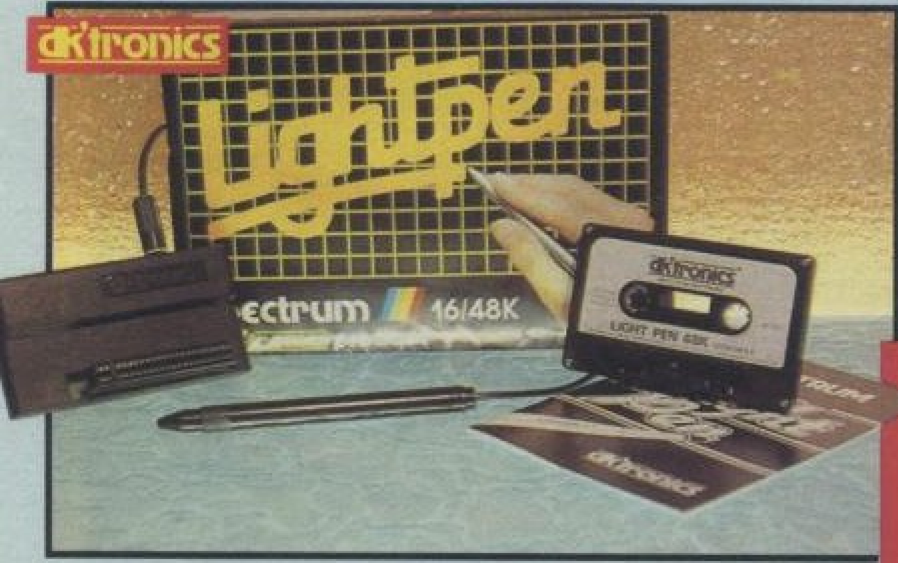
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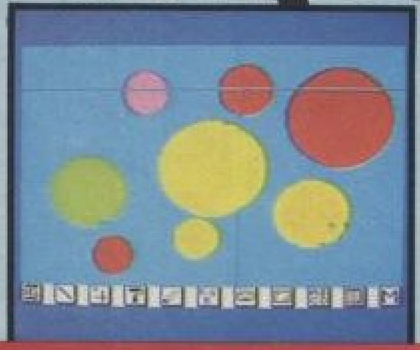
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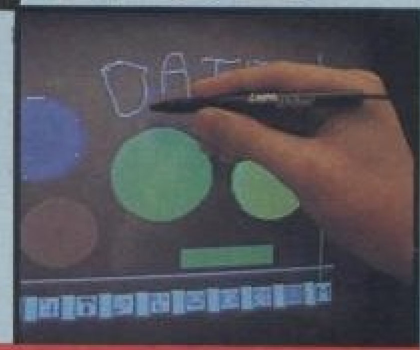
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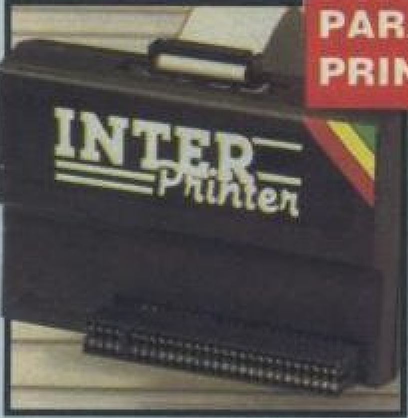
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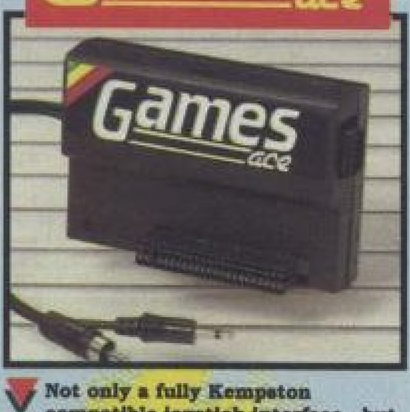
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- Comes complete with it's own 4" pod mounted speaker - volume control - cassette software.
- Even acts as a "Beep" booster to amplify the sounds from your games for added realism.

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Games ace



- Not only a fully Kempston compatible joystick interface - but also boosts the sound from your games & delivers it through your television speaker.
- Fully controllable from a whisper to a roar.
- Ideal for early Spectrums with only a "Beep".
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IS LLOYD DOING HIS JOB RIGHT, OR WHAT?!

Have you a passionate opinion about CRASH? Do you know how to make the world's most happenin' magazine better? Or do you just want to win lots of free software? Whatever the case, there's no need to take to the waterlogged streets of Ludlow, chanting slogans against the Newsfield secret police. No, all you need to do is get out a pen and fill in the form below. We want to know what you really think of CRASH, so be truthful, honest and remember to include your address. The first two entries drawn out of a hat will win £50 software vouchers, while the next five get loadsa CRASH goodies like bags, T-shirts and *Le Clic* cameras! So get writing now!!

✂ CUT OUT PAGE

1. Are you: MALE ❑ FEMALE ❑

2. How old are you:......................

3. Are you:
❑ AT SCHOOL
❑ COLLEGE/UNIVERSITY
❑ WORKING FULL TIME
❑ WORKING PART TIME

4. If you work what is your occupation:..
❑ UNEMPLOYED
❑ OTHER — please state: ....

5. What is your weekly income:
❑ UP TO £5 ❑ £5-10 ❑ £10-30
❑ £30-100 ❑ £100-200 ❑ £200-PLUS

6. On average, how many other people read your copy of CRASH ....

7. How do you get CRASH
❑ SUBSCRIPTION
❑ RESERVED OR DELIVERED BY NEWSAGENTS
❑ OFF THE SHELF AT NEWSAGENT
❑ OFF THE SHELF AT ANOTHER TYPE OF SHOP (state which type) ....

8. Which other magazines do you buy:
❑ ACE
❑ New Computer Express
❑ Sinclair User
❑ Computer & Video Games
❑ The Games Machine
❑ The One
❑ Your Sinclair
OTHER (please specify) ....

9. Do you use your computer for anything other than playing games:
❑ YES ❑ NO
If yes please state other uses: ....
....
....

10. Do you intend to buy a new computer or games console in the next six months:
❑ YES ❑ NO
If yes please specify make and model.

11. On average how much do you spend on computer games every week:
❑ £2-5 ❑ £6-10 ❑ £11-15 ❑ £16-20
If more than £20 please specify:..............................

12. Which type of software do you usually buy:
❑ Budget ❑ Full-price

13. Of all the utilities and peripherals, you either own or would like to own, which three do you think are the most important:
....
....

14. Where do you usually buy your software:
❑ SPECIALIST COMPUTER STORE
❑ CHAINSTORE (WH SMITH, BOOTS ETC)
❑ MAIL ORDER

15. What is the major influence on your decision to buy a computer game:
❑ A REVIEW IN CRASH
❑ OTHER MAGAZINE REVIEWS
❑ ADVERTISING
❑ AUTHOR-PROGRAMMING TEAM
❑ PRODUCER ie SOFTWARE HOUSE
❑ PRICE
❑ PREVIEW OR OTHER EDITORIAL MENTION
❑ PLAYABLE DEMO ON COVER TAPE

16. What type of game do you enjoy playing (in order of preference: 1 = highest, 6 = lowest)?
........Adventures ....Simulations
........Arcade-Adventures ....RPG
........Shoot-'em-ups ....Strategy
OTHER (please specify) ....
....

17. Please award marks out of ten for each of the following features in CRASH
.........Advertisements ....Previews
.........Budget ....Preview Features
.........Competitions ....Reviews
.........Hotline Competitions ....Forum
.........Editorial ....Jetman
.........News ....Tips
..........Hypermarket

18. Do you enjoy reading film/game tie-in features:
❑ YES ❑ NO

19. Please rate CRASH's coverage of software out of ten:
........News ....Previews ....Reviews

20. Do you like the review style?
❑ YES ❑ NO

21. Are the reviews detailed enough?
❑ YES ❑ NO

22. Are the reviews long enough?
❑ YES ❑ NO

23. Are there enough screenshots?
❑ YES ❑ NO

24. Are the comments detailed enough?
❑ YES ❑ NO

25. How often do you agree with the ratings?
❑ Always ❑ Usually
❑ Rarely ❑ Never

26. Do you used CRASH as a source of reference when buying software?
❑ Always ❑ Sometimes ❑ Never

27. Do you subscribe to Micronet or any other interactive BB: ❑ YES ❑ NO

28. Which of the following do/would you object to seeing in CRASH?
❑ SAM Coupe reviews ❑ Arcade coverage
❑ PBM

29 Would you pay £2.00 for CRASH if it had more pages and a cassette? ❑ YES ❑ NO

30. What do you like to see on cover cassettes (in order of preference, 1 = highest, 4 = lowest)?
................Playable demos
................Free ex-full price games
................Original games
................Pokes

31. Do you own a CD player? ❑ YES ❑ NO

32. Do you want more centrespread posters?
❑ YES ❑ NO

33. Are there any other areas of computer leisure you'd like to see more coverage on eg music, graphics etc Please state:..
....
....
....
....

34. What are your favourite features in CRASH:
....
....
....

Now cut out this page (or a photocopy) and send it to: CRASHTIONNAIRE, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB. Get your opinions to the towers by April 30, for a chance to be heard, taken seriously and — most importantly — to WIN a prize!

Make sure we know where to send your prize, should you win — fill in your name and address below:

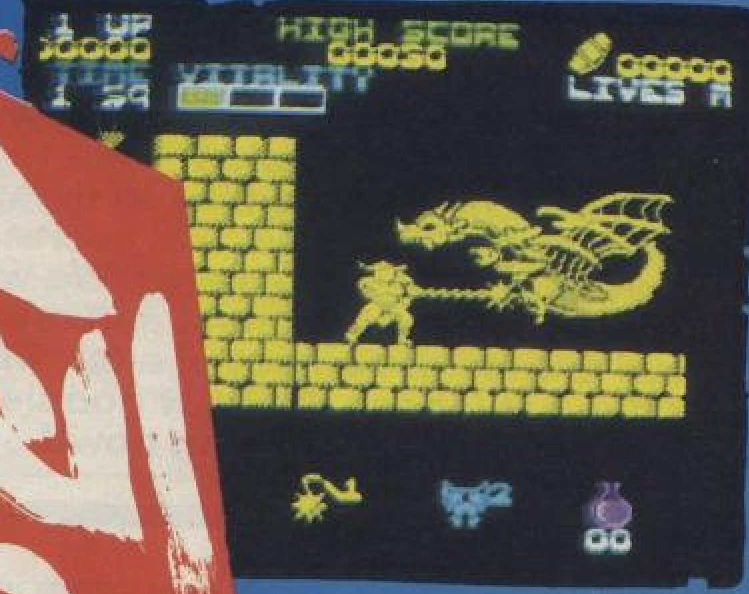
Name ....

Address...

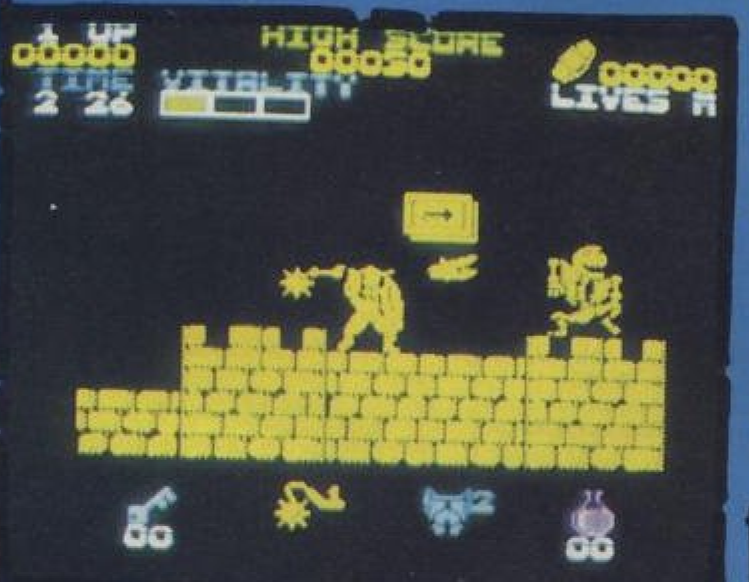
.... Postcode..

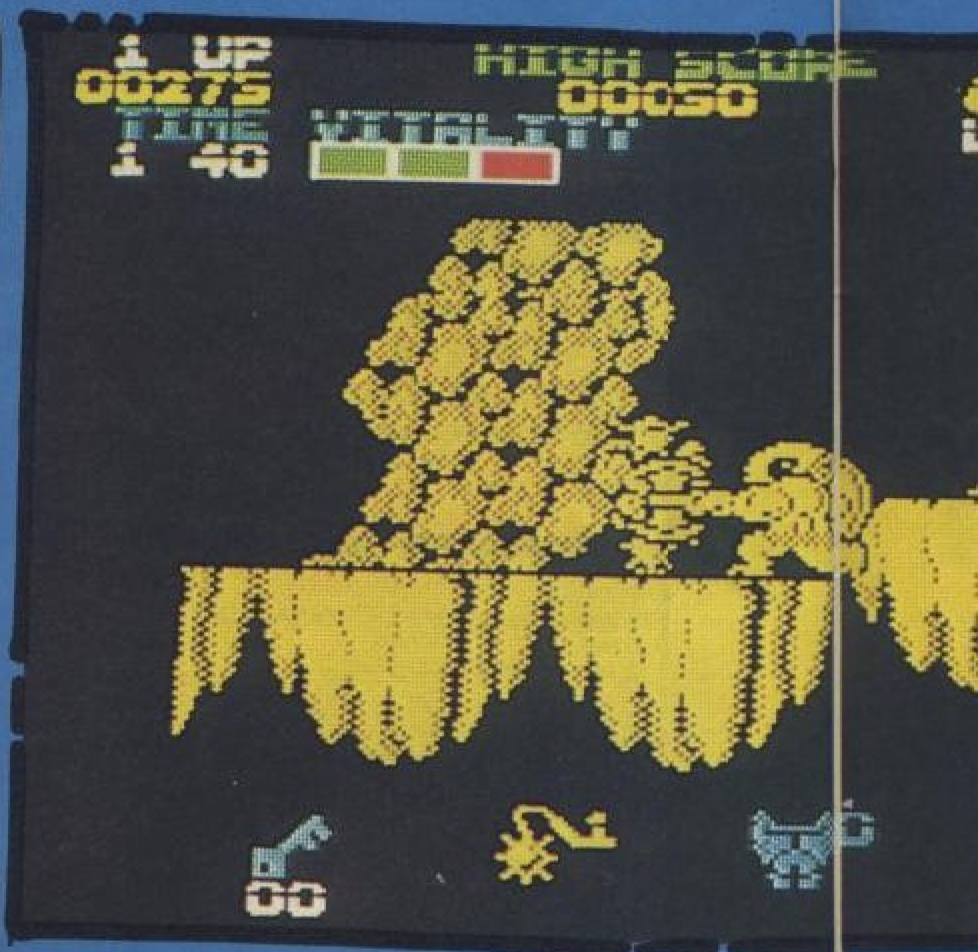


BLACK Tiger









US Gold/Tiertex ■ £9.99 cass, £14.99 disk

First advertised well over a year ago, this foray into fantasy land finally slips out — quietly. Three dragons, bored with peace in the land they perceive, stage their version of an acid party and incinerate most of the population! This sort of behaviour is out of order as we all know, and true enough, out of the wastelands comes a hero with retribution on his mind and the muscle power to achieve it.

Known as Black Tiger he stalks six levels of dank caverns and spooky places full of nasty creatures, skeletons, mad axe-wielding trolls and vampire bats. He will not rest until he tastes the dragons' blood.

He starts off armed with an extendable mace which also shoots daggers - impressive and devastating. By collecting the Zenny coins (a la *Forgotten Worlds*) that appear when certain creatures are killed and taking them to the grey-haired merchants standing around parts of the maze,

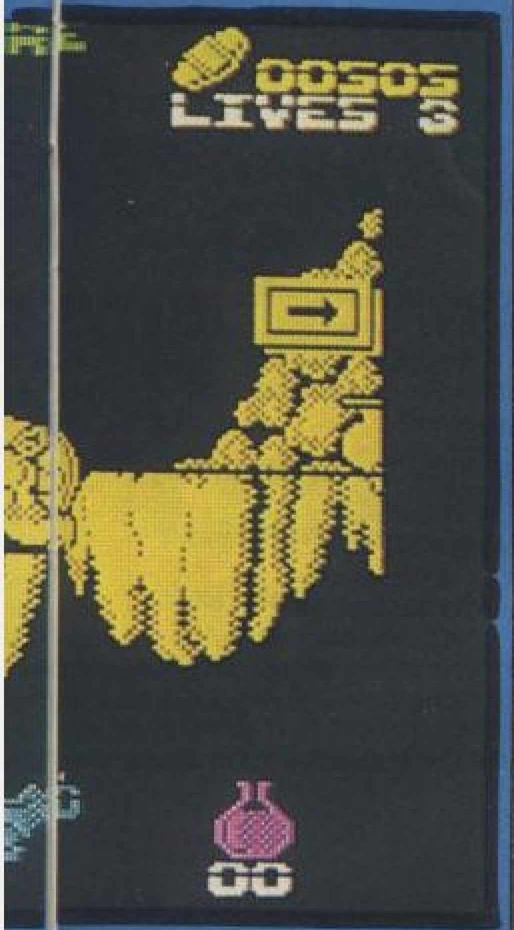
NICK *Black Tiger* has taken a long, long time being released. It was first previewed way back in Issue 54, July 1988. I played it then and thought it was an almost finished version! So has it been worth the 20 month wait? Well, both the sprite and background graphics are highly detailed, making it hard to see what is going on half the time. The yellow monochrome doesn't help much either. There are a mountain of different monsters to battle it out against, ranging from maniac skeletons to bricks with eyes! The movement of the main character is a little jerky when the screen scrolls, and this can put you off what you were doing. Successfully moving around is a matter of adjusting your movements to cope with the scrolling. One area the game does fall down on is sound. There is one pathetic effect when you fire and no tune!

Black Tiger isn't one of the most amazing games ever to be released, but all fans of this style will find it quite fun for a while.

72%







upgrades can be bought: potions, armour and more powerful weapons - essential for killing the end of level creatures, and most especially the dragon at the end of level six. Vengeance will be yours if you follow the right path, but if you put a foot wrong you could end up on the dragons' dinner menu.

Great stuff, plenty of hack and slash fun for all the family! *Black Tiger* in the arcades is a very beautiful looking game, and tough to play. On the Spectrum a great deal of effort has gone into making it look as authentic as possible. The hero sprite is a chunky little chap who is certainly no push over, whilst the enemy match him for graphical detail and savageness. *Black Tiger* is a tough no nonsense effort that pulls no punches.

MARK 84%

Worthy arcade conversion, lacking a touch of dragon's breath

RATING	
PRESENTATION	77%
GRAPHICS	81%
SOUND	56%
PLAYABILITY	80%
ADDICTIVITY	80%
OVERALL	**78%**

A CRASH Smash

the general

CCS ■ £12.99 cass only

It's back to the days of the Napoleonic wars for the first of this month's two CCS strategy games. You're a general in charge of the armed forces of a small European state which Napoleon has his greedy little French eyes on. Against these overwhelming odds geography comes up trumps: a narrow canyon is the only access point to your territory, and even the Grande Armee is forced to attack with only a couple of units at a time, evening the odds just slightly.

The graphical representation shows the battlefield in realistic mode with the two opposing forces squaring up ready for the off. Below the graphics you find the control panel. As with most games of this type you take it in turns with the



computer to move the units. Troops are controlled by pressing the relevant key for each command, 'I' issues an order, 'L' lists the orders you can choose, 'U' allows you to inspect units (this is handy to keep an eye on strength and morale), and finally, as there are several menus, 'S' allows you to swap between them.

Your army isn't huge, but you have control over artillery, foot soldiers and cavalry. As usual the secret to winning the battle is careful deployment of troops, and added realism comes in the form of smoke and distance which obscure your view, the latter being overcome by using a telescope. Programmer Ian Williams has worked miracles to get so much game into a single load, and no Spectrum wargamer should miss out!

Mark Caswell

Overall 90%

scramble Spirits

Grandslam/Teque ■ £9.99 cass, £14.99 disk

One of two Grandslam Sega coin-op based releases this month, *Scramble Spirits* is set in the 21st century and is a six level, vertical scrolling shoot-'em-up that pits either one or two players against a mysterious enemy. Your craft looks outdated for this technologically advanced time, but its weaponry isn't too bad: spray bullets and bombs for ground based targets. And you need all the weaponry you can get your gloved hands on — the enemy literally pour at you in a wide range of deadly air and ground craft.

Life would be short indeed if it weren't for some unexpected help: occasionally enemies, when shot, drop useful little gadgets called Outriders — small drones which can be picked up (a maximum of two at any given time). Use them to boost your firepower, or in sticky situations hold down the fire button to hurtle them at the enemy with explosive effect. No game of this type would be complete without end of level abominations, in this case huge mechanical monsters: make sure you're equipped with Outriders!

If enemies make life difficult just wait for the graphics — where are the sun glasses? Hunt for the character sprite seems to be the programmers' motto: planes, guns, tanks etc are monochromatic, but the background colours are so garish it's difficult to keep track of yourself.

Being a sucker for punishment even this drawback did not quite kill the fun for me, and if this sort of shoot-'em-up format gets to you, *Scramble Spirits* is worth a try.

MARK 72%



NICK Hmm, remember *Dragon Spirit*? Well, *Scramble Spirit* is basically it with different graphics! A shoot- 'em-up in the same style as billions of others. One good thing about the game is that all the graphics are of really good quality, with lots of detail on all the sprites. Where it's let down is in the colour department. Monochrome all round I'm afraid, and this of course makes it difficult to see what's going on in the game. Sound is a bit better with a reasonable tune and spot effects.

Scramble Spirits is totally unoriginal, but then so was the arcade machine, so perhaps it's a brilliant conversion! If you fancy a frantic bash at a fire button then try this. **69%**

An eye-wrecking version of a hackneyed theme with enough thump for fire-button addicts

RATING	
PRESENTATION	75%
GRAPHICS	74%
SOUND	71%
PLAYABILITY	68%
ADDICTIVITY	68%
OVERALL	**70%**

KICK OFF

Anco ■ £9.95 cass, £14.95 disk

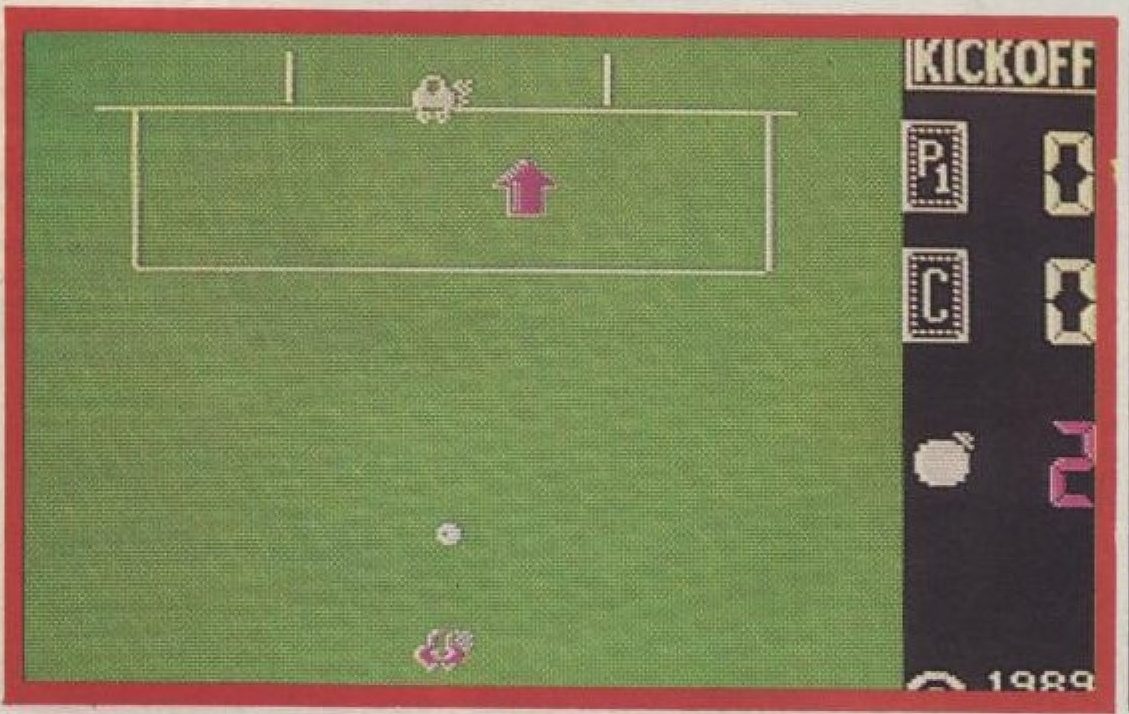
The Amiga version won an industry award and has been played by the ZZAP! guys next door for many months (and indeed still is), and now we get to welcome the Spectrum *Kick Off* into the CRASH office.

As with many footy games the obligatory option menus have to be flicked through: choose between one or two player game, decide whether to play with keys or joystick. Practice skills or penalties, play a single game, or if you can grab a few people off the street (preferably ones you know), you can set up a league. There are eight international teams on offer: Spain, Brazil, France, Germany, Russia, Italy, Argentina and England. The league runs for 14 weeks (ie 14 games), and don't worry if you can't find seven other friends — the computer will control teams you don't have players for. Next you set the playing time, which ranges between 10 and 90 minutes. Then choose a skill level. International, National, Reserve, Youth and Sunday League are on offer — each player picks his/her own skill (there's always one clever dick who chooses International to your Sunday League). Finally choose a playing formation 4-3-3 (defensive play), 4-2-4 (attacking play), 4-4-2 (good midfield control) and 5-3-2 (sweeper defensive play). And now whether you're playing a single game or a league match, it's onto the pitch.

There are several referees — some real sticklers who pick up on every foul, others who turn a blind eye. Whichever, don't foul too often — you can't win if all your players have been sent off.

The Speccy version looks quite good and is certainly playable with great features like tough referees, penalties, corners etc, my fave being the league table: a great excuse to get your friends round and wipe the floor with 'em. While not usually a great lover of football games, I must admit *Kick Off* proved entertaining.

MARK 77%



NICK *Kick Off* is brilliant! If you want a good laugh, that is. Tiny little blobs (I think they're supposed to be footballers) run around the pitch, half of them covered in a purple splodge that leaks onto the grass! You have to make these footballers move a small ball around the pitch by pushing it in the direction you want it to go. This is all very well until you need to change direction, because the ball never tags along with you, it just trundles on it's own course! This makes playing a decent game of football very difficult. There are plenty of options in the game though: you can choose different leagues, players and formations to play in. *Kick Off* is a bad attempt at simulating what was a really good game on 16-bit. The only similarity is the colour of the sticker on the tape! Steer clear of this one. **36%**

Kick Off to a mixed reception footy season for aficionados

RATING

PRESENTATION	56%
GRAPHICS	48%
SOUND	50%
PLAYABILITY	56%
ADDICTIVITY	55%
OVERALL	**56%**

invasion force

CCS ■ £12.99 cass only

Invasion Force takes us forward in time compared with The General because here you command an allied assault team in WWII. First choose a difficulty level (easy, average or expert), set the control options, decode a top secret order and finally pick your task force. Here's where you're faced with a variety of units, including paratroopers, tanks, infantry and artillery. Note that you have 15 missions to complete — the choice of the wrong unit on each could spell disaster.

One or two players can participate, with the computer replacing a friend if needs be. In one player mode you always take the part of the blue army who must follow the order given in the coded message (lose your instruction book and you're up the creek without a paddle). It is of course up to the second player (whether human or computer) controlling the red army to stop you.

Each army takes it in turn to move around. There's an initial deployment phase in which you can move your units to the best attacking/defending positions, lay demolition charges on bridges, crush innocent natives beneath the tracks of your tanks etc. Terrain must be taken into consideration when moving troops around: air support can move anywhere, but troops will obviously find it easier to move across open ground than mountains.



Whatever you decide to do Invasion Force is for dedicated souls only. Some of the missions are very long winded indeed and only seasoned strategy buffs are advised to try them. Nevertheless, novices will find it pretty easy to get into the early stages of the game (after a long read of the accompanying booklet of course), and if they persevere they might get hooked on strategy as an alternative to arcade action. Go to it soldier.

Mark Caswell

Overall 85%

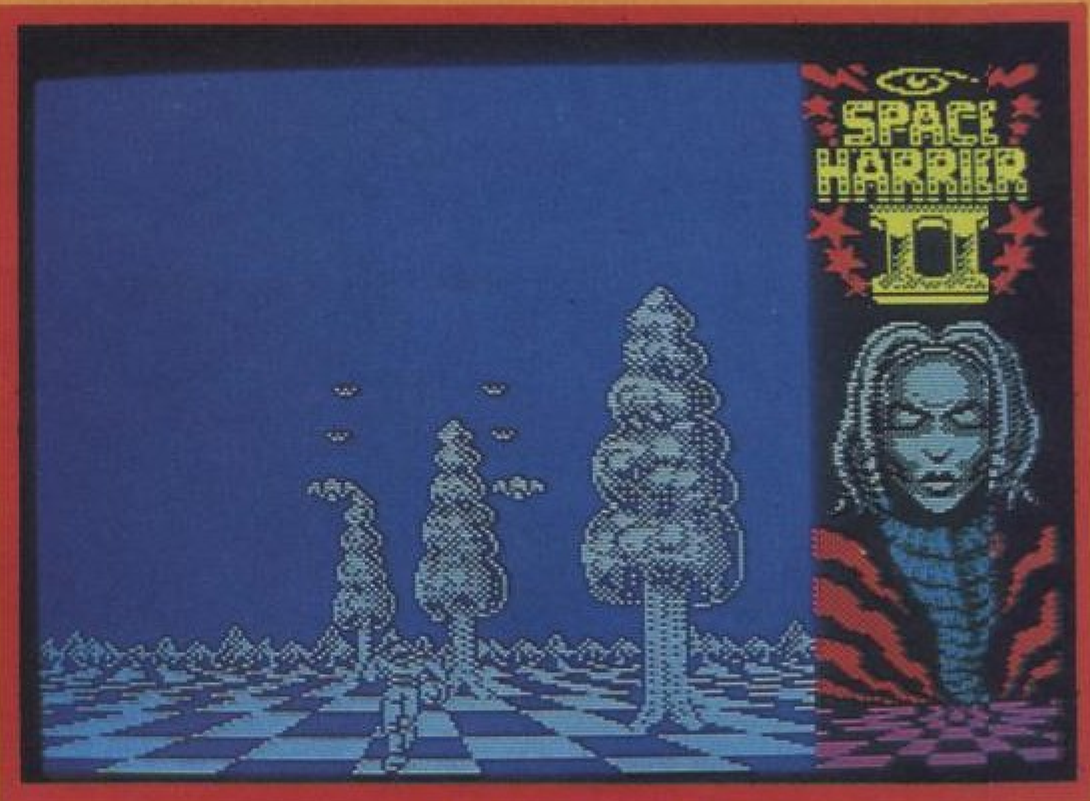
SPACE harrier II

Grandslam/Teque ■ £9.99 cass, £14.99 disk

Just as Elite are releasing the original *Space Harrier* on their Encore label (see Budget), Grandslam come up with the imaginatively titled sequel. Get your jet pack warmed up, push the safety catch off that laser blaster and prepare for twelve (count 'em!) levels bristling with more enemies than you can shake a pointy stick at.

Whizz past futuristic cities, vast alien factory sites and Greek inspired landscapes and avoid too much sight seeing — the attackers are just as varied as the backdrops: batmen, knights in shining armour, lions and even giant nuns (I kid you not!) spew death at you. As in the original you can either run along the ground, or if the reception is too hot, try out your jet pack in the sky, which is just as packed with foes. And what with the end of level bad guys all this amounts to trigger finger exercise.

Hang on, have I got the wrong game? This is *Space Harrier*... no, it's definitely *II* (or *Scramble Spirits*?). You've guessed: this is basically the original game with a few graphical improvements, but that may not be such a bad thing because it was rather good.



NICK All fans of *Space Harrier* cheer jolly loudly (hurrah!), because Space Harrier II is... well... exactly the same! There is now a column up the right of the screen showing a flashy picture of a trendy woman and the *Space Harrier II* logo, but that aside, I can't tell the difference between the two. If you take a really close look I think you'll find the graphics have changed slightly. The same programming technique has been used to produce the 3-D effect which made the original such a hit, but that was in 1986. Basically, you dodge obstacles coming towards you and shoot nasty aliens. From level to level you do the same, the only changes being the look of the aliens and the colours used on the two monochrome halves of the screen.

If you didn't buy the original *Space Harrier* this may be worth taking a look at. Otherwise you're really just buying the same game again! **69%**





Programmers Teque claim the sprites are bigger and more varied than before, which is true. The amount of opposing creatures has certainly increased, and only the difficulty level is just the same (ie damn hard).

Nothing new, not brilliant, but still very playable: my opinion is, buy this — and the original too.

MARK 80%

A slicked up rehash of a reasonable original to turn on newcomers and revitalise ailing fans.

RATING

PRESENTATION	76%
GRAPHICS	75%
SOUND	67%
PLAYABILITY	67%
ADDICTIVITY	68%
OVERALL	**74%**



P47 THUNDERBOLT

Firebird ■ £9.99 cass, £14.99 disk

It's World War II and flying a P47 you're pitted against eight levels of heavy enemy action. Don't panic — the P47 was one of the most heavily armed and armoured planes the allies possessed.

You start your mission with a single shot cannon, but as you destroy enemy planes icons pop up here and there: Scoop them up for a boost. They come in six variations — 'B' loads bombs, 'E' gives spray missiles, 'M' multiple missiles, 'T' directable fire, 'S' extra speed, and '1UP' bestows an extra life. Collect multiples of the same icon to increase weapons potency. Just remember that if your bonus weapon or feature is up to full power any accidental pick up of another icon loses you the one have.

The enemy you face is not just airborne, gun turrets both stationary and mobile on trains plus tanks fire at you too. Make it through a level and you're greeted by the end of level guardian, a giant mechanical killer. Learn how to use the power ups to dispose of these menaces: on level one use bombs.

The arcade version of P47 isn't one of my all time favourites. The Speccy version does nothing to change that impression. It may be good graphically, with small but nicely detailed sprites — especially the train chuffing along with its deadly cargo of guns —, but there's nothing to write home about in the other departments. *P47 Thunderbolt* is hardly likely to set the gameplaying scene alight with its novelty, but gun crazy arcade action veterans should get some fun out of it.

MARK 79%

NICK That's right, change the graphics in a game, keep exactly the same gameplay and rename it! That's basically what's happened in *P-47* (sounds a bit like a government form!). It plays just like any old horizontal shoot-'em-up with you having to collect extra icons for ammunition and lives, etc. The only difference with *P-47* is that the space ship has been replaced with a bomber and the starry backgrounds are now a World War II skies.

There are some digitised graphics in the game too. Between levels and on the game over screen you get pictures of bombers which look like they've been taken straight from a documentary on flying. Soundwise it isn't too bad: an unexceptional tune on the title screen plus the odd machine gun and explosion effect.

P-47 holds nothing new in the way it plays, but could just give the hardened shoot-'em-up fan a challenge. **63%**

World War II vintage shoot-'em-up action for old faithfuls

RATING	
PRESENTATION	74%
GRAPHICS	71%
SOUND	67%
PLAYABILITY	63%
ADDICTIVITY	66%
OVERALL	**71%**

ROCK 'n' ROLL

Rainbow Arts ■ £8.99 cass, £12.99 disk

Babam-balooma-showap-diwop has nothing to do with this: it's a rolly ball game much in the mould of *Bounder*, *Incredible Shrinking Sphere* and *Mad Balls*. You are the ball which must escape from 32 tortuous mazes that threaten to destroy it. Well the mazes don't, but some of the obstacles in its path have a damn good try. Magnets, energy barriers, bombs, bottomless pits, doors et al, all gang up to ensure a right balls up.

But programmers are nice people really — scattered around each level are useful, and indeed essential objects. Keys to open doors, bombs, eyes (to see more of the level map), spikes (to get a grip on ice), diamonds and money are found lying on the ground. Money is essential to purchase goods from the 'shopping centers': icons set into the floors of the maze. Roll over them with the right change and pick up the goods, or if cash levels are low sacrifice some precious energy to get the goods. Whatever happens, get a move on: the mazes are all tough.

I've always had a soft spot for this game type, and although *Rock 'n' Roll* isn't stunningly special I like it. The going is certainly challenging. Even with the handy objects the obstacles are nasty to negotiate and only careful planning has you succesfully whizzing around the maze in search of the exit. Satisfying for maze freaks.

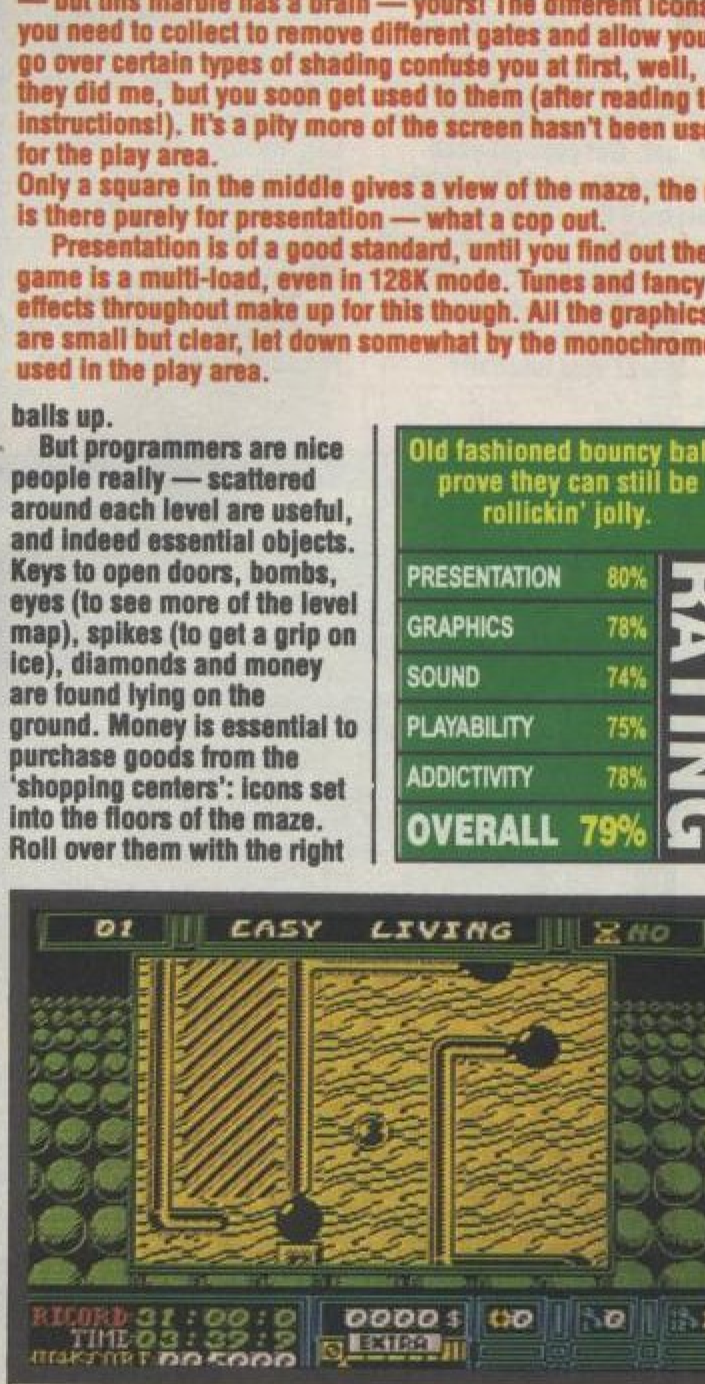
MARK 79%

NICK Rock 'N Roll is a weird game. It's a bit like rolling a marble down a maze of tubes, holes and gates, — but this marble has a brain — yours! The different icons you need to collect to remove different gates and allow you to go over certain types of shading confuse you at first, well, they did me, but you soon get used to them (after reading the instructions!). It's a pity more of the screen hasn't been used for the play area.
Only a square in the middle gives a view of the maze, the rest is there purely for presentation — what a cop out.

Presentation is of a good standard, until you find out the game is a multi-load, even in 128K mode. Tunes and fancy effects throughout make up for this though. All the graphics are small but clear, let down somewhat by the monochrome used in the play area.

Old fashioned bouncy balls prove they can still be rollickin' jolly.

RATING	
PRESENTATION	80%
GRAPHICS	78%
SOUND	74%
PLAYABILITY	75%
ADDICTIVITY	78%
OVERALL	**79%**



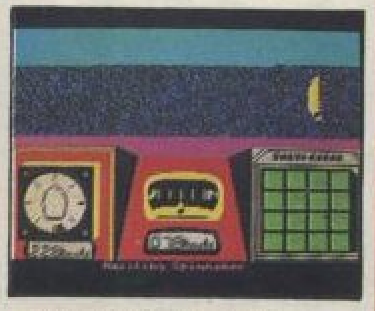
BIG BUDGET Bonanza

DJ Nicko, he's our man, hero of the nation; for his budget adventures just be sure to stay tuned to this station! Bzz, crackle... Come in number seven you're time is up...

SAILING

Mastertronic ■ £2.99 ■ (re-release)

Hmm, curious game. As you might have guessed from the title it's a simulation of sailing a yacht. First design your own yacht by altering things like the height of the mast and what the hull is made of. If you're not very experienced in the sailing business then just make the biggest boat possible (like me)! Once you're satisfied with your creation choose which country you want to be and which to race against. Fun so far, eh?



The designing bit is a piece of cake compared to actually controlling the bleedin' yacht (excuse my French!). It seems to have a life all of its own. All you have to do is complete the relatively simple task of sailing around three buoys and back, but for me it's an impossibility.

Varying weather conditions make matters worse, with winds coming from all directions blowing you off course. Once you get the hang of the controls things brighten up a bit, but I still think there should be more to the game than just this.

Sailing was originally released in 1987 and got 76% from Richard, Ben and Paul who said it was a highly playable simulation. Maybe then, but I'm afraid this isn't going to keep me playing for very long now.

Overall 52%

FRUIT MACHINE SIMULATOR

CodeMasters ■ £2.99 ■

If CodeMasters keep on releasing games like this and Pub Trivia Quiz you soon won't have to leave the house to get all the fun and excitement of your local tavern. Just get a few cans in, ask a few friends to come round and be violently ill on the floor, and there you have it - the ultimate pub in your own home!

Fruit Machine Simulator 2 has all the features of the normal fruit machine – things like nudge and hold – and includes some special features, unique to the game.

You must get the highest numbers on the fruits to take you up the MEGA-TREK and get to all the good features. Shuffle-Nudge-Box allows you to shuffle the reels to try and get a better win: this uses up one nudge each time. Winner-Spinner respins the reels until you press TAKE to get the best combination, and Super-Scanner is the big one (which I can't get to!).

One problem I found with Fruit Machine Simulator 2 was that the computer was a bit mean with the numbers to begin with, making you sit and wait for ages before getting in to the fun features.

All the graphics in the game are good: there are separate sprites for all the coins, detailed pictures of notes and lots of colour everywhere. And there's a good CodeMasters tune when you first load up and plenty of spot FX in the game.

Fruit Machine Simulator 2 is one of the best around. If you're a big gambling person this could save you lots of money.

Overall 78%



STREET HASSLE

Mastertronic Plus ■ £2.99 ■ (re-release)

Oh wow, I remember reviewing this when it first came out in 1987: I loved it then and it's still a great game now. You play the hero who's got it into his head that everybody walking around the streets is an enemy. So what do you do with enemies? You beat them up! Old grannies, blind men, dogs and the odd gorilla all get the bunch of fives treatment in Street Hassle.

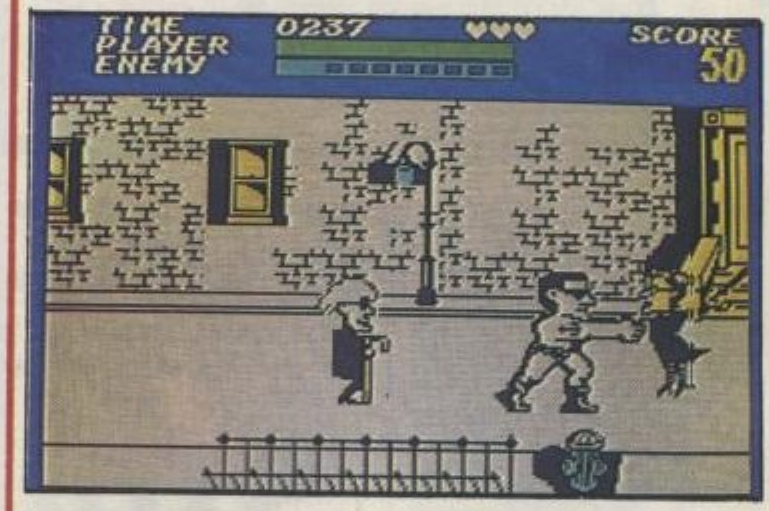
There are various moves you can practice on your enemies: the usual kicks and punches of all beat 'em up games are included, but there are extra ones – like a tickle to use on the dog! You shouldn't feel bad pulverising grannies though, because they all give as good as they get by hitting you with their umbrellas.

What really makes Street Hassle fun is when the characters shout and scream at you in speech bubbles while you hit them. Grannies for example shout 'BRUTE!' just before they pop off.

All the characters in Street Hassle are detailed, and the hero looks especially cool in his dark shades. It may seem easy beating up the people, but believe me, it's exactly the opposite. The grans get harder as you progress, and the blind men have got a wicked swipe on their white sticks!

All beat 'em up fans will enjoy Street Hassle. Still a great game three years on.

Overall 75%



THE GREAT ESCAPE

The Hit Squad ■ £2.99 ■ (re-release)

A classic Spectrum game. What more can I say? Well OK, that's only nine words and I need 300 - I'd better say some more! You may think The Great Escape is another boring 3-D style game, but Ocean made a really good job of putting this together. It's got a brilliant story line, lots to work out and do.

The setting is Germany in 1942. You've been captured and put in a high security Prisoner Of War camp. Your only hope is to attempt to escape using the objects dotted around the camp. This would of course be easy if the place wasn't surrounded by barbed wire, swarming with German guards and their fierce dogs who'd rip your leg off rather than lick your hand!

The graphics give the game an amazing sense of realism. You feel as if you're looking down on the camp from above, playing god by controlling one of the prisoners and watching the consequences of your actions - brilliant.

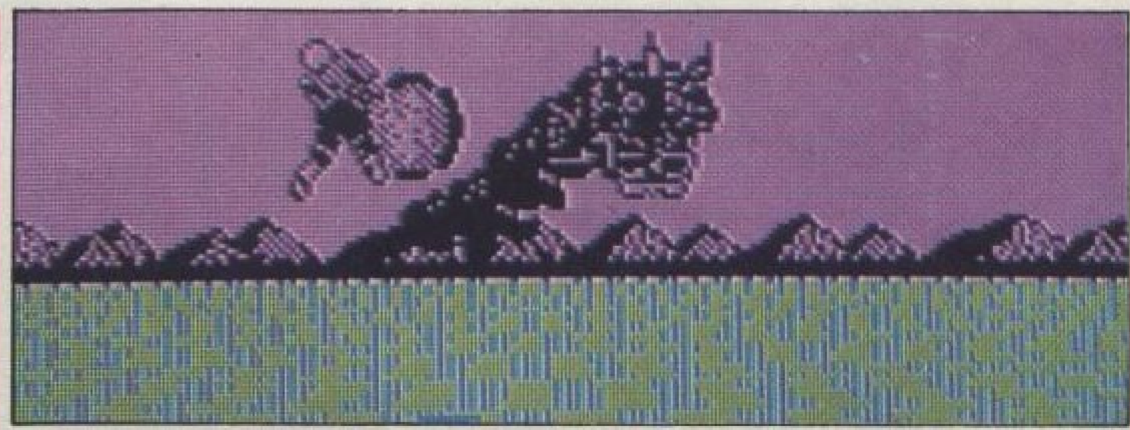
You can't just walk around the whole camp

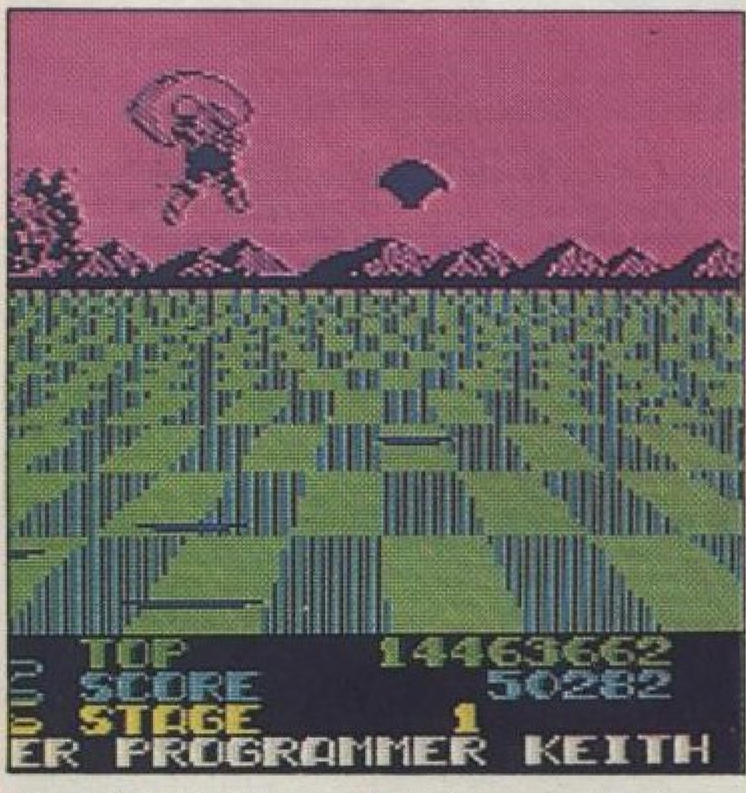
Space Harrier

Encore ■ £2.99 ■ (re-release)

You're the hero chosen to save the Dragon Land, which has been occupied by the barbaric and evil creatures controlled by some weird supernatural phenomenon. Battle your way through hordes of aliens and fight the evil end-of-level monsters – all in glorious 3-D!

As a conversion of the Sega arcade machine,





Space Harrier is really good. The 3-D scrolling play area of the coin-op has been converted as well as it could be. But when you think about it, it's all just a glorified space invaders game! The shading the programmer has used on the play area gets a bit hard on the eyes after a while, but this isn't much of a problem. It could have been put right by only using colours that look good together: but green and purple, please!

One thing that lots of these re-released games don't have is sound! Space Harrier has one blip when the player fires at an alien. The rest of the time you have to put up with complete silence. Perhaps you could sing the latest Kylie Minogue single to make the game a bit more exciting!

Space Harrier was a fantastic game back in 1986, but I'm afraid it hasn't stood the test of time too well. The continual blasting soon gets a bit boring.

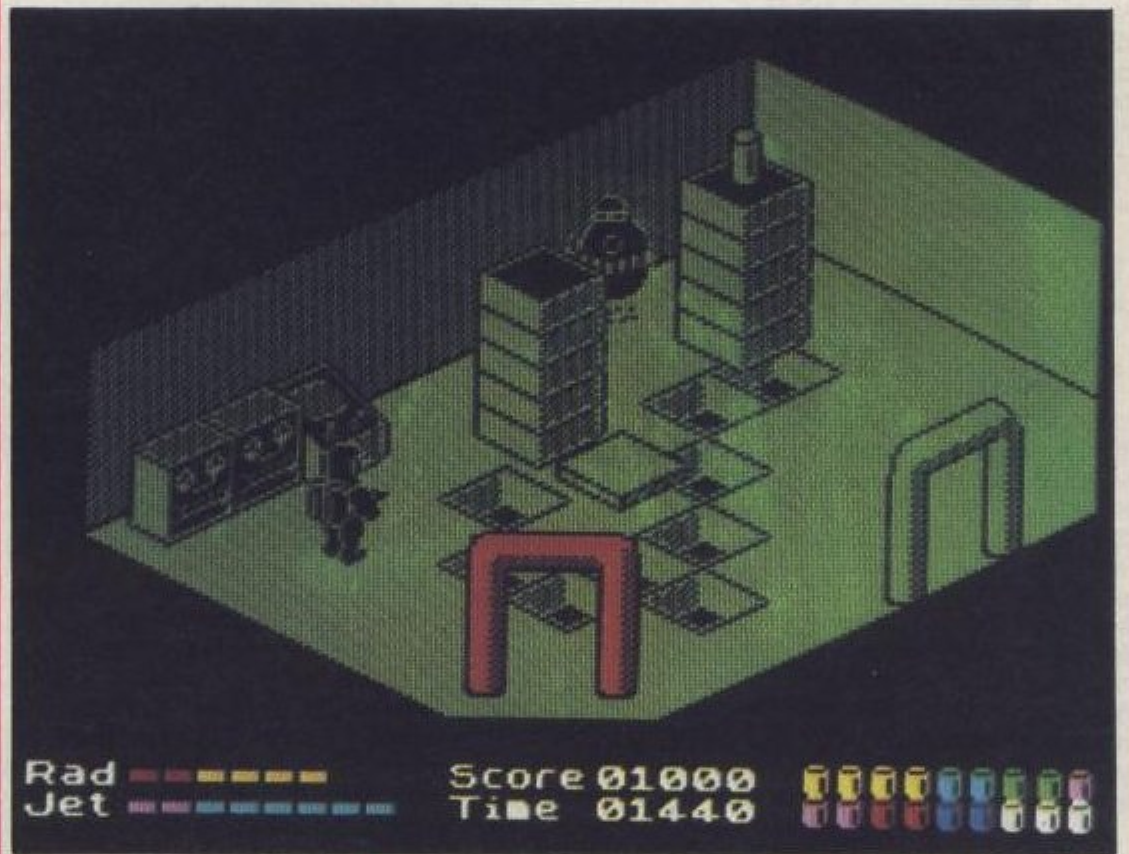
Overall 53%

CHAIN REACTION

Encore ■ £2.99 ■ (re-release)

'Get in the middle of a Chain Reaction'. Arrgh! Not Diana Ross please. As a matter of fact this game has nothing to do with Diana Ross at all, it's about nuclear power - had you fooled though, didn't I? (Pah! – Ed)

The Anti-Nuclear Party are real gits. They have reprogrammed all the robo-equipment in the power station to empty the containment vault and attack all humans. This not being enough to satisfy their evil hunger, they've scattered 18 canisters of radioactive fuel rods around the seven-storey building and you have to recover them all! You're helped only by your radiation suit, armour piercing machine gun and jet pack. This is a race against time as well as radiation because you only have 30 minutes to recover the canisters. To help you along the way there are decontamination showers dotted around the building. Taking a quick dip reduces your radiation allowing you to continue safely.



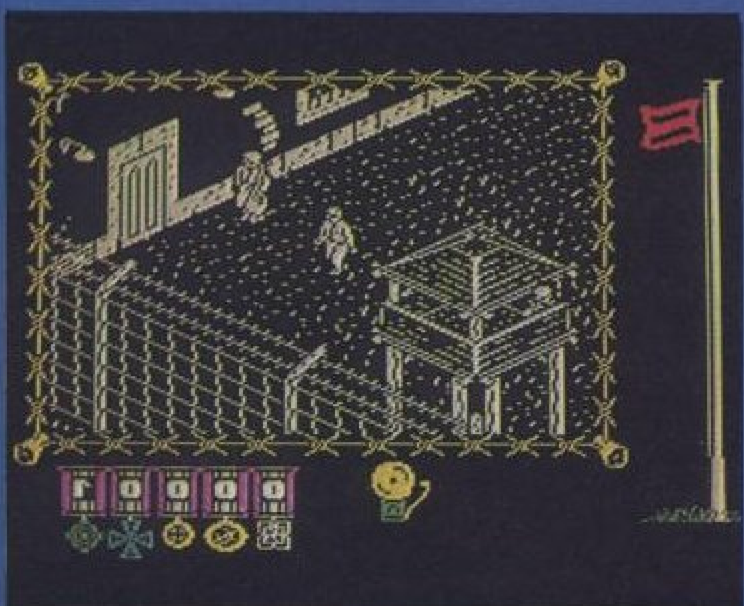
Chain Reaction is one of many 3-D style games where you move the character around then push forward. I could never get used to this type of control method and here you don't get any choice. This type of game can now be made simply by using the 3-D Game Maker, as we've found out with the many Powertapes you've sent in!

All the graphics are well drawn with lots of robots to do battle against and other objects around the building like computers, nuclear canisters etc. Colour in the game itself isn't anything special, but on the menu screens and Game Over message it will really impress you. Stripes of colour scroll up the text in a very convincing way, with no clash at all. Chain Reaction is let down by it's lack of sound: there's only the odd beep, and no tunes or jingles anywhere.



While this style of game has been copied over and over again it still provides some challenge to those who didn't catch it first time round.

Overall 63%



A CRASH Smash

until you find the correct objects to escape. You have a daily routine to follow along with the other prisoners. This involves attending roll call, breakfast and exercising. All this is supervised by guards and if you miss any of these events you will soon be caught and put in solitary.

You can get hours of fun out of The Great Escape just by going through the daily routine with the other prisoners. But with all the puzzles you need to solve to escape added too you will be occupied for hours. Of course you could always cheat and use the POKEs, tips, map and solution printed in earlier issues! Take it from me, this is brilliant!

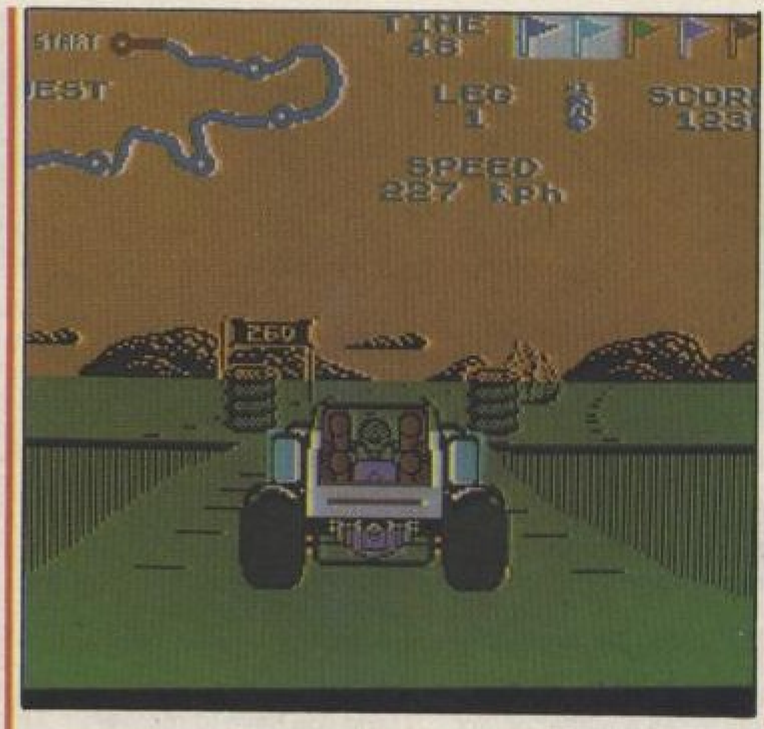
Overall 90%

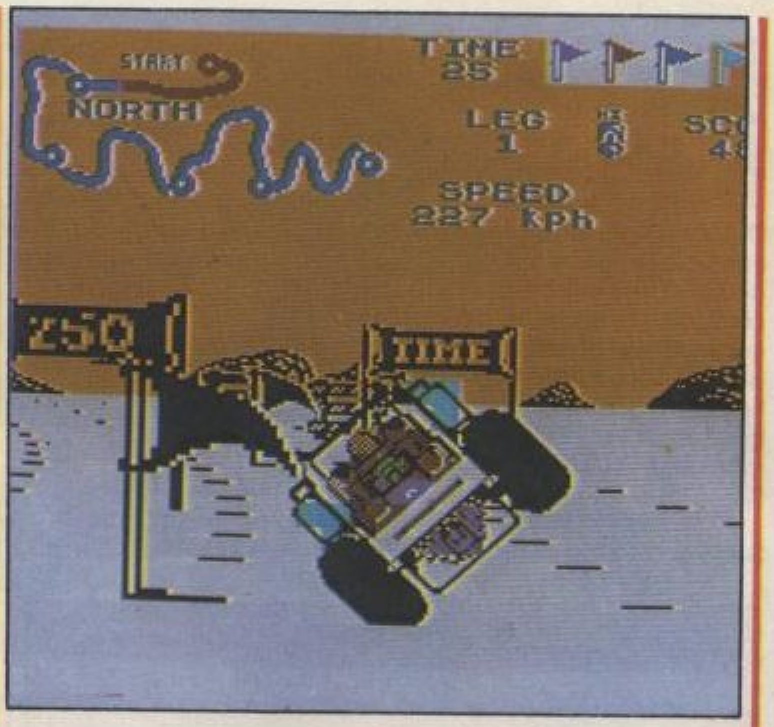
BUGGY BOY

Encore ■ £2.99 ■ (re-release)

Buggy Boy is a classic arcade machine. I always remember the first time I ever played it. It was on a five screen hydraulic machine and it blew my mind! The Spectrum version isn't as good as that but comes pretty close. The 128K game is, of course, the best because it doesn't use the annoying multi-load the 48K game needs.

The object is to complete each of the courses (North, South, East, West and Off Road) in the time limit. To do this you must dodge rocks and gates, collect flags and extra time, cross rivers and go bouncing through the air over logs. You're guaranteed a bumpy ride from start to finish. You can also collect special bonuses by collecting the flags in the right order and hitting the footballs that have been placed around the courses.





The graphics in Buggy Boy all look brilliant from a distance, but as you get closer and closer to things like rocks they expand to give a feeling of 3-D – and get really chunky and just look daft. The 128K game has the catchy jingles that attracted people to the arcade machine and plenty of sound effects, the 48K game is just a bit less impressive with the odd beep!

Those of you who loved the arcade machine will love this version. It may not have all the speed and slickness of the original lbut it makes a good substitute and saves on the cash.

Overall 75%

SEAHAWK

Atlantis ■ £2.99 ■

Become a brave fighter pilot and shoot down attacking fighters, helicopter gun-ships and various other nasty things in Seahawk from The Shaw Brothers. You must wipe out all the enemy supply lines and installations in your battle for victory. All this while dodging the anti-aircraft fire and heat seaking missiles being thrown at you, and there are eight stages of this!

Graphics are small but well detailed and coloured – you could spend hours just flying around looking at the graphics, the only trouble is you'd be shot out of the sky in a few seconds! The main idea in each stage is to destroy whatever is flashed up on screen before you start. The first stage is a ship, the next an electric pilon. Besides you also have to perform five loop-the-loops in your plane if you want to collect the special bonus at the end. There is a reasonable tune to greet you on the title screen and spot effects, mainly when you fire at another plane.

The game is split into two levels, four stages on each. The second level can only be played by getting the special code from the first. The only trouble with this is that by selecting the first the program erases the second! So if you're a good shot and get past level one you have to re-load!

Seahawk had me addicted for ages, in fact I'd prefer to play this than many of the full priced games around at the moment. More of the same please Shaw Brothers and Atlantis!

Overall 80%



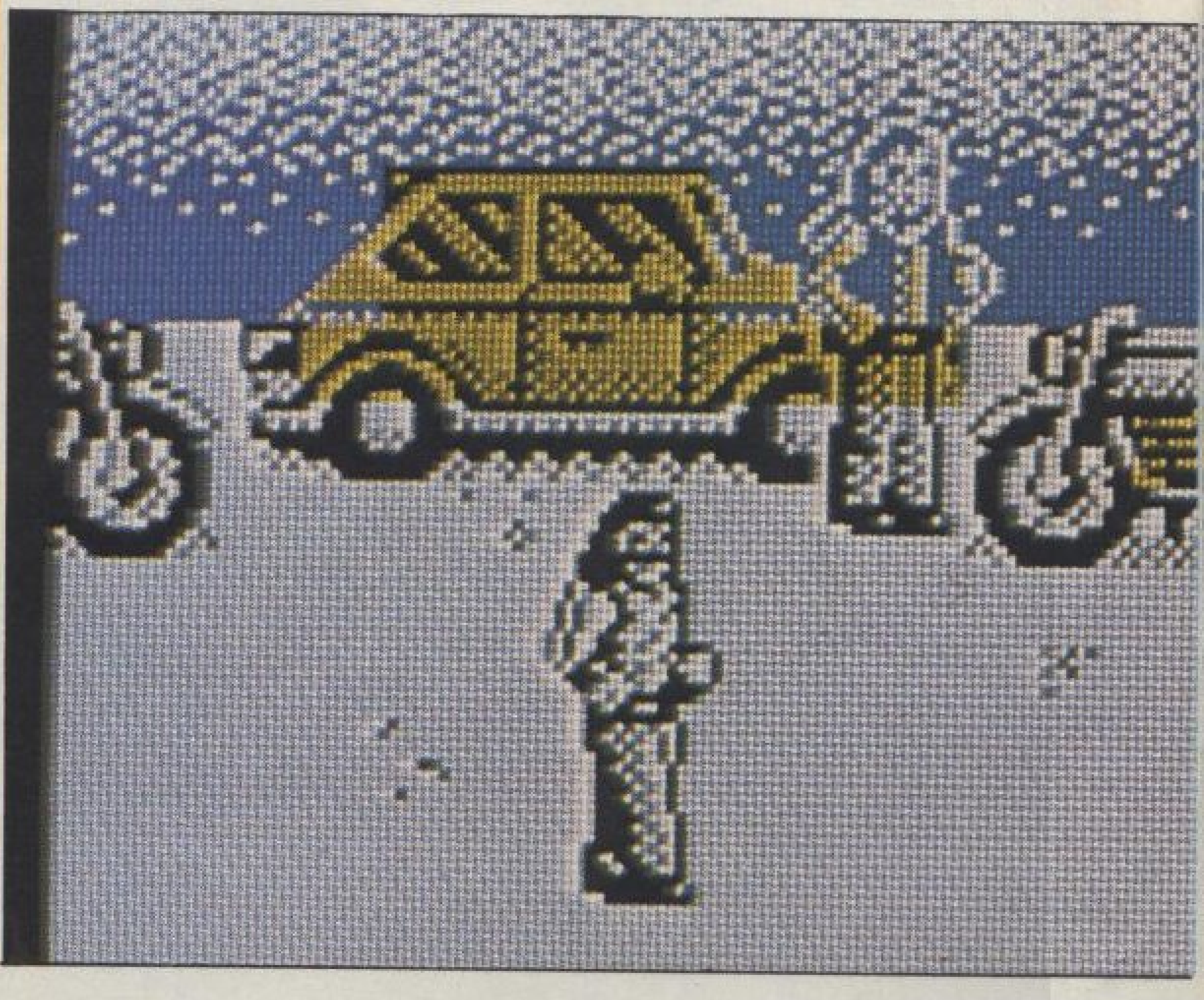
RENEGADE

The Hit Squad ■ £2.99 ■ (re-release)

No street is safe these days is it? All these beat 'em up games are full of nasty people who like nothing more than to bash you on the head with a metal bar or punch you where the sun doesn't shine! It's a bit of a pity then that your girl has arranged to meet you at the end of one of the toughest streets in the city, isn't it really?

Fight your way through levels of villains, drug pushers and thugs using your martial art skills to get to your date (isn't it always the same!).

This is the original Renegade game (after it game Target; Renegade and Renegade III: The Final Chapter) and I'd forgotten how slow it was. Compared to newer games this looks like Renegade has had one too many of the snail pills! The graphics are good though: excellently drawn and coloured backgrounds with detailed characters fighting it out underneath. Not only do you have to cope with people on foot attacking you, you also have to find some way of beating the motorcyclists who zoom past now and then trying to

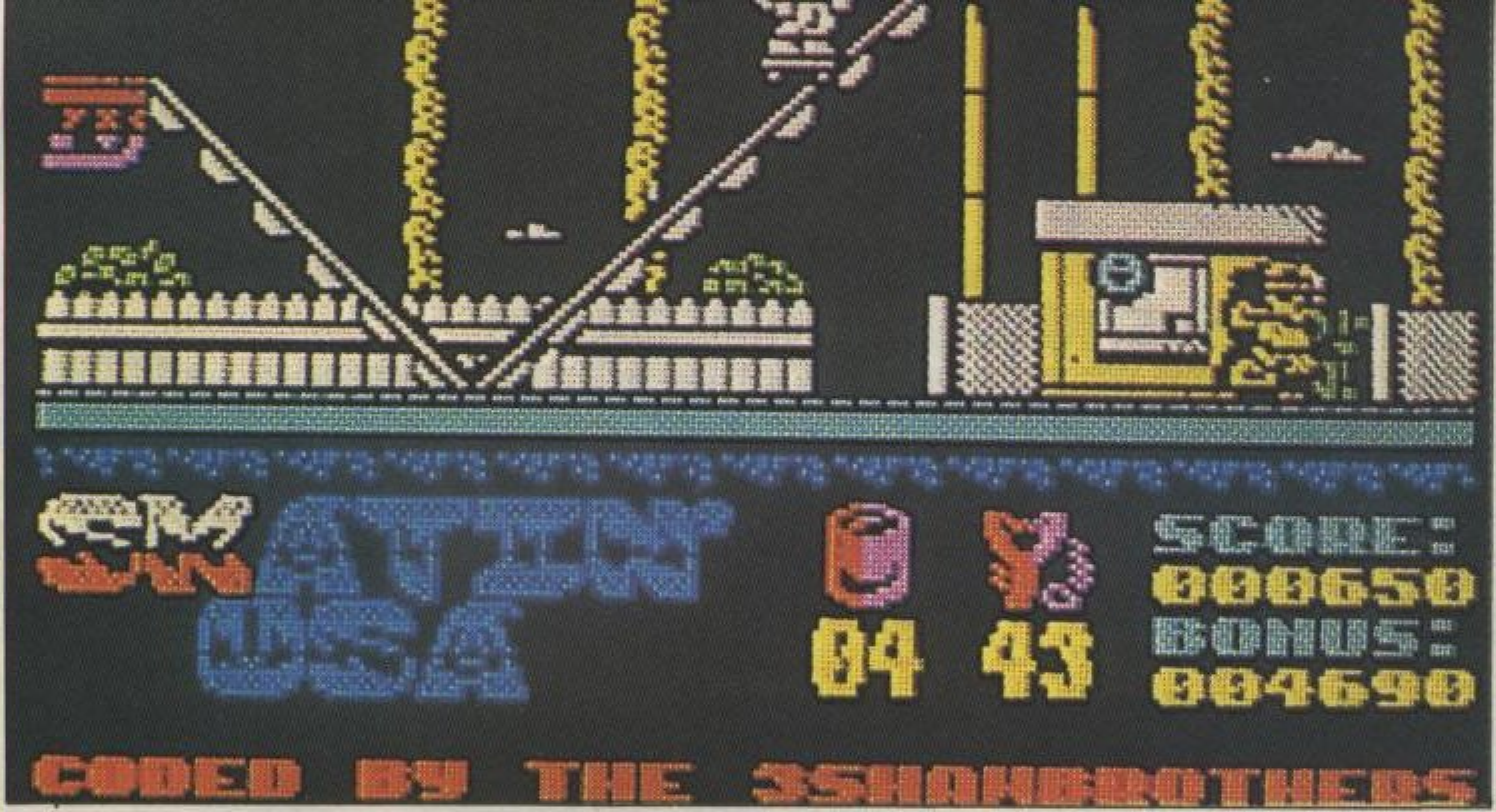


SKATIN' USA

Atlantis Software
■ £2.99 ■

Superkid makes his return in Skatin' USA, the new game from the Shaw Brothers. You remember Superkid, he appeared in... well Superkid! And the Shaw Brothers style of programming, so successful on games like Kosmos and Heartbroken, has been repeated again in Skatin' USA to produce a real fun release.

Superkid has lost all his super powers (probably too many pints the night before!). He can't fly and all his super-human strength has gone. But his quest against the evil on the streets of New York isn't finished, so he takes on the enemy using just his multi-fire, fast load catapult and trusty skateboard. Compete against the criminals in six levels of skating mania to save the city from crime!

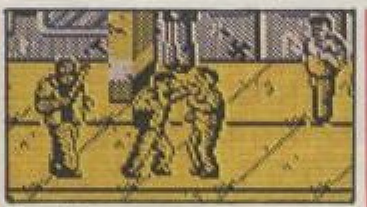


All the graphics are small but colourful and well defined. The stages are basically made up of platforms with ramps connecting them. Skate up and down collecting dollars to light up the 'SKATIN' USA' sign and pick up food to keep yourself alive while popping criminals. This is all very difficult to begin with, and it took me ages to get into the game. Once you've sussed it all out though you get on really well and reach the bonus section where you skate a trick ramp to collect extra points.

An average tune on the title screen keeps your ears occupied plus the odd effect during play. Skatin' USA is a fun little game that will keep you playing for some time. It just takes a bit of time to get started.

Overall 79%





knock you over.

Each level in Renegade gets harder and harder, and the backgrounds change too. You start off in the subway then take a lift to come to the junk yard and street scenes. You can collect weapons found lying about to help you smash your way through each level, or if you're feeling particularly nasty you get to beat up someone who has a chain or pipe and steal it.

Renegade is one of the classic Spectrum games and will always be known as an original beat 'em up: this is the one all the others copied!

Overall 81%



SNOBALL IN HELL

Atlantis ■ £2.99 ■

Snoball In Hell! What sort of a game title is that? 'The Ultimate Breakout Clone' would be better! You control the secret 'Snoball' battle tractor (wha?) and have to fire missiles and deflect them to destroy the blocks on each level. Some of the blocks hold special bonuses that do such exciting things as change the speed of the missile, kill you (you call that a bonus?) or add an extra life. A further annoyance are the aliens which fly about each screen, but these can be killed by firing missles.



Graphically Snoball In Hell is surprisingly good. Each level has blocks to be bashed and a background for the missiles to fly over. The main blocks are all shadowed to make them stand out, and the ones holding bonuses all hide other little icons like rockets or skulls! This is all displayed with big sploshes of colour all over the play area. Half the time the aliens seem too cute to kill – little smileys and space ships – the rest though are a bit more evil! The are a few sound effects but unfortunately no tune.

Overall 54%

IT'S JUST SO CRAZY!!

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You start at the bottom of each island and battle and bounce your way to the top to free its inhabitants which are being held captive by Blubba. And what's your firepower? Rainbows!! Sling 'em around the place and watch Blubba's minions fly! Rainbows also help you get onto tricky-to-reach platforms.

The game just missed being reviewed this issue, but from what we've seen so far it's great! And to keep you happy until the review, here's your chance to win one of 20 — **20**!! — copies of *Rainbow Islands* and for the first prize winner there's an extra treat — **a brilliant ghettoblaster to drive your neighbours potty!**

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NEXT MONTH

HIP AND KOOL FOR SPRING!

We unleash art director Markie to create a fab new look for your fave mag — one for the 90s!! Fun packed thrill power coming your way with another exciting Power Tape jammed full o' games!! Heaps of brill new games happening on your Speccy! The *Rainbow Island* review and many more, plus previews and Nicko's tips to help you through the night!! Loads of compos with top prizes, plus all the excitement of the regulars in the next thrill packed issue!

DON'T MISS IT!! CRASH ISSUE 75, THE AMAZING APRIL EDITION ON-SALE 22 MARCH! GET READY TO RAGE — THE NATION'S PLAYING OUR GAMES!!


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